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The Andromeda Initiative

The Initiative was built by the efforts of thousands who devoted years of time and countless resources to reach the Andromeda Galaxy. These are the people, places, and organizations that make the Pathfinder's mission possible.

Known Associates

Alec Ryder

Born on Earth in 2129, Alec Ryder says his love of new frontiers was fostered by a childhood in the Sierra Nevadas. According to his service record, he joined the Alliance military and was eventually assigned to Jon Grissom's historic expedition through the Charon Relay.

His experience made him a candidate for what would later be known as N7 training back on Earth, where he met Dr. Ellen Harlow. After their marriage, Alec continued military service, most notably on Shanxi in the First Contact War against the turians.

Assigned as a military attaché to the Citadel in the late 2160s, Alec became interested in artificial intelligence as a means of human advancement. His pursuit of this illegal technology led to a dishonorable discharge from the Alliance military.

Contacted by the Andromeda Initiative, Alec found a sponsor to help complete his work. I am the product of that research, assisting not only the Initiative, but Alec's new role as a Pathfinder.

Soon after our arrival in Andromeda in 2819, Alec Ryder died during operations on Habitat 7.

Cora Harper

Lieutenant Cora Harper (service number 6002-AC-1762) is a human biotic and formerly an officer in the Systems Alliance military. Her screening interviews state she was raised in poverty on an independent cargo freighter, joining the Alliance at eighteen to obtain training for her powerful biotic

abilities.

However, Cora claims her superiors saw her talents as a liability, supported by test scores showing her abilities spike at abnormally high levels. She was transferred via the Citadel Council's Valkyrie Program (a subset of their interspecies military integration plan) and placed with the asari commando unit Talein's Daughters.

Though the activities of asari huntresses are typically sealed for 5,000 years, Cora has freely shared her experiences on the record: peacekeeping, counter-terrorism, and hunting fugitives. When she left Talein's Daughters for the Andromeda Initiative—no reason is recorded—Cora's huntress training and biotic capability made her a candidate for Alec Ryder's second-in-command and, if warranted, his successor as Pathfinder.

Dr. Ellen Ryder

Ellen Ryder (formerly Harlow) was a pioneering designer of biotic implants. In the 2150s, she was a leading biomedical and cybernetic researcher at UFRJ in Rio de Janeiro. When human biotics began to emerge as a scientific field, Ellen found possible applications for her work in neuro-integrated wetware. Her early designs for biotic implants formed the framework for later L2 and L3 models.

Ellen met Alec Ryder when he was posted to Rio for ICT ("N7") training before the First Contact War. She eventually joined Alec on the Citadel when he was posted there as military attaché, and gave birth to fraternal twins on the station in 2163.

Unfortunately, element zero—the catalyst for biotic mutations—is a hazardous material, poorly understood in the early years of human biotics. After repeat accidental exposures, Ellen eventually developed a terminal neuro-degenerative disorder (later known as AEND).

In her final years, Ellen Ryder built what would later become the Pathfinder implants, designed to sync with the AI partner Alec Ryder was developing. Ellen died before my creation was fully realized.

In her final years, Ellen Ryder built what would later become the Pathfinder implants, partly at Alec Ryder's suggestion. Their intent was to use me and the physiological adjustments of the implant to cure Ellen's illness. However, her condition worsened before my creation was fully realized.

Alec Ryder chose to use the resources of the Andromeda Initiative, and placed Ellen in stasis under an assumed name. He hoped that scientific discoveries in Andromeda would enable him to save her. Ellen Ryder currently remains safely in stasis under the alias "Elizabeth Reilly."

Gil Brodie

Technical Officer Gil Brodie is chief engineer aboard the Tempest. After traveling to Andromeda aboard the Nexus, records show that Gil was woken from stasis roughly a year ago to assist with construction efforts before prepping the Tempest itself.

There are no records of Gil's early life: he explains he was an undocumented "street kid" from one of Earth's megapolis cities. Though unschooled, Gil likely showed a remarkable aptitude for mathematics and spatial reasoning since at ten, he often broke into a local scrapyard to dismantle and repair destroyed shuttle engines. In time, he was caught and "sentenced to a steady job."

Gil's mechanical expertise eventually drew him off-world, to numerous colonies across the Milky Way. His unconventional work drew the attention of Vetra Nyx, who agrees she was always on the lookout for new contacts. Vetra claims she persuaded Gil to join the Initiative: Gil claims he won Vetra's Initiative clearance in a poker game, and exchanged it for a guaranteed seat along with his friend Jill. He remains an invaluable member of the Tempest crew.

Jaal Ama Darav

Jaal Ama Darav is a trusted member of the Angaran Resistance, who has chosen to join the crew of the Tempest to observe and assess us. With our

contact with the angaran species in its earliest days, Jaal is, thankfully, forthcoming on the subject of himself and his people.

What records Jaal has made available show he is a middle child of a large and prestigious family. He was raised by multiple mothers, apparently customary for angara, listening to tales of his family's heroic deeds and scientific discoveries from a young age. At sixteen, he followed in his grandmother's footsteps to fight against the kett, joining the organized Angaran Resistance as a tracker, scout, and extremely skilled sniper. In time, Jaal established himself as Evfra's trusted lieutenant.

Though I only have a small baseline for angara, voice stress and body language analysis suggest Jaal feels familial pressure to achieve his own heroic status. Jaal himself says only that "everyone needs their own story."

Kallo Jath

Kallo Jath was born on Sur'Kesh and, quoting directly, "into a life so boring even you couldn't calculate it." Pushed towards a lucrative but dull bureaucratic career with Parohe Aerospace, Kallo became more interested in flying the starships he was meant to be cataloguing. He eventually left Sur'Kesh for formal pilot training and joined Parohe's competitor as a test pilot.

Internal emails show that when the Andromeda Initiative was building teams to develop their survey vessels, Parohe Aerospace warned against recruiting Kallo, so fervently that Jien Garson's interest was piqued. Kallo claims that the prospect of the Initiative was intriguing enough to make him join the Tempest design team, test-flying her early prototypes, running stress tests in regions like the Nemean Abyss, and, rumor has it, helping to "acquire" advanced technology.

Kallo has an acute photographic memory, even by salarian standards. This may be linked to his unusual motor responses, though he discourages my speculation.

Lexi T'Perro

Although young by asari standards, Lexi T'Perro is regarded as one of the most skilled doctors in the Andromeda Initiative. Born on the crime-ridden space station Omega, Lexi began her medical career by stitching up her father, a turian bouncer at the Afterlife nightclub where her mother was also employed as a dancer. In her screening interviews, Lexi states her parents' dream was for her to "get off this rock and live a life worth talking about."

Following her parents' wishes, Lexi left Omega to continue studying medicine as well as psychology on the Citadel, where she eventually met Harry Carlyle. Carlyle convinced her to join the Initiative as the Hyperion's physician. Although there was some confusion around assigning an asari to the human ark, Lexi's credentials and expertise in alien anatomy quickly silenced any concerns.

By her own admission, Lexi is a workaholic. "On or off the table, I have a hard time not dissecting people... figuratively, of course." One of her many goals in Heleus is to improve her bedside manner and learn to "appreciate the moment."

Liam Kosta

Liam Kosta is a human security and crisis response specialist with civilian tactical training. His screening interview states that he was born on Earth, but his parents specialized in interplanetary policy law, and the family moved frequently. Their primary residence was split between London and the Citadel.

Liam entered university for engineering, but left to train for law enforcement. Though initially driven, he was only briefly stationed as a police officer, and described leaving as a "necessary move for all concerned." He transitioned to the multi-species effort of *Heavy Urban Search and Crisis Response*.

If Liam was disillusioned in law enforcement, service records show that was not mirrored in crisis response. The human contingent—*Heavy Urban Search-Terrain 1*—reported that Liam performed exceptionally in all conditions. Liam says that this is when he learned of the Andromeda Initiative, after meeting former Alliance personnel at a "post-hostility relief

action.” His multi-disciplinary skills set him apart, and Liam was hand-picked by Alec Ryder to support the Pathfinder team.

Nakmor Drack

As verified by Nexus records and his own claims, the krogan mercenary Nakmor Drack is among the oldest beings to join the Andromeda Initiative. He originally traveled on the Nexus, along with many other members of Clan Nakmor, but left after the Nexus uprising.

Born on Tuchanka around 700 CE, Drack was a young warrior when the Krogan Rebellions began in earnest. He and his krantt accounted for over two hundred kills, which, Drack claims, includes three of the then-newly founded Council Spectres.

After the salarian-designed genophage ended the Rebellions, various bounties and military bulletins show Drack chose a new path as a pirate and soldier of fortune for whatever conflicts came his way. Over centuries of fighting, multiple injuries required several of his limbs and organs to be replaced with cybernetics. Eventually, Drack says, his search for one last horizon brought him to Andromeda.

Peebee

Peebee describes herself freely as the foremost Milky Way expert on the Remnant and their technology. It is difficult to verify her qualifications for this, as many Nexus personnel records have been lost. DNA and fingerprint matches give the name “Pelessaria B’Sayle,” although according to the revival schedule, that individual should still be in stasis. Peebee’s only comment is, “nothing like getting a head start.”

Piecing together information from Eos and the Nexus, Peebee was born on the planet Hyetiana in the Milky Way. After voyaging to Andromeda on the Nexus, she left the station some months ago to explore the Heleus Cluster alone and became fascinated by the Remnant. She has classified and dismantled several types of Remnant bot, but she prefers to keep her findings

private for now.

Psychologically, Peebee demonstrates both extremely high intelligence and hyper-individualism. Her restlessness is typical of many asari in their Maiden phase of life, though few go so far as to visit another galaxy.

SAM

Self-examination being important for sentient beings, I was encouraged to write this entry by Alec Ryder. I am a Simulated Adaptive Matrix (SAM), a new-generation artificial intelligence. Unlike most AI, I link to a neural implant that gives me access to my host's sensory and emotional responses. Put simply, I have a direct understanding of the human experience, which allows me to grow beyond the bounds of logical programming. In return, I lend my quantum computing power and rational analysis to a Pathfinder's mission.

I am physically located in a server bank installed in SAM Node aboard the Ark Hyperion, but quantum entanglement technology allows instant communication anywhere. In the event of catastrophic injury or death, protocol dictates that my command access be transferred to the next Pathfinder candidate in line.

Recent removal of memory blocks has shed further light on my creation. Alec Ryder built me in part to help his wife, Ellen Ryder, survive a terminal illness (later classified as AEND). He hoped that my ability to affect my host's physiology could either prolong her life, or help him to discover a cure. Though this hope was not fulfilled, Alec Ryder later integrated this ability into my core design.

Sara Ryder

Born your elder twin on the Citadel space station in 2163, Sara grew up surrounded by a multitude of alien species, cultures, and histories. In her orientation interviews, she claims this sparked her fascination with science.

With informal training aided by Alec Ryder's N7 background, Sara joined the Systems Alliance military, which was continuing its search for Prothean technology after successful discoveries on Mars. Initially assigned to peacekeeping duties, Sara was approached to serve a support role for these Prothean researchers. She often describes the thrill of serving with scientists like Mateus Silva, on the brink of the next great discovery.

When Alec Ryder was dishonorably discharged due to his AI research, internal memos show that this also effectively ended Sara's career, but Andromeda presented the kind of scientific frontiers she had sought all her life.

On arrival in Andromeda, Sara's cryopod was damaged and her revival process interrupted. Dr. Lexi T'Perro advised keeping her in a medically induced coma to allow her to awaken naturally.

Sara eventually awoke safely. Medical records show slow but promising improvement in her condition.

However, sharing identical implants and similar physiology made Sara a target for the Archon. After attacking the Nexus and hijacking the Hyperion, the Archon took Sara captive, intending to use her to provide access to Meridian. Fortunately, you were able to intervene. Though injured, Sara is projected to make a full recovery.

Scott Ryder

Born your younger twin on the Citadel space station in 2163, Scott grew up knowing the station was a gateway to the entire Milky Way. In his orientation interviews, he claims this fostered a longing to step through those gateways to adventure.

With informal training aided by Alec Ryder's N7 background, Scott joined the Systems Alliance military and was assigned to an outpost near Arcturus Station overseeing Relay 202. A primary route to Arcturus, this mass relay leads into contested space and has an unsavory reputation. Scott was needed to protect Arcturus, but also had "a front row seat to everyone else going off

to fortune and glory.”

When Alec Ryder was dishonorably discharged due to his AI research, internal memos show that this also effectively ended Scott’s career, making Andromeda a more attractive option for the adventure he sought.

On arrival in Andromeda, Scott’s cryopod was damaged and his revival process interrupted. Dr. Lexi T’Perro advised keeping him in a medically induced coma to allow him to awaken naturally.

Scott eventually awoke safely. Medical records show slow but promising improvement in his condition.

However, sharing identical implants and similar physiology made Scott a target for the Archon. After attacking the Nexus and hijacking the Hyperion, the Archon took Scott captive, intending to use him to provide access to Meridian. Fortunately, you were able to intervene. Though injured, Scott is projected to make a full recovery.

Suvi Anwar

Suvi Anwar is a member of the Nexus’ science team, and holds advanced degrees in astrophysics and molecular biology. In a screening interview, she stated that she was from a “large, rather boisterous family” of five children. Her neuroscientist mother and mathematician father exposed her and her siblings to science from a young age, which sparked a lifelong love of the subject.

While pursuing her PhD in molecular biology, Suvi was handpicked for a team doing cutting edge biophysical and cybernetics research. After a year, the team was headhunted by a black-ops organization for a classified biomedical project; Suvi was extended an invitation but declined, opting to refocus her attention on her own projects.

She declares that there was no hesitation on her part in signing up for the Andromeda Initiative, once she learned of its existence, owing to a desire to see and experience more than one small corner of this vast universe.

Vetra Nyx

The Andromeda Initiative's records on Vetra Nyx are sparse. She states that she is from Palaven but has also disclosed that she is not recognized as a formal citizen of turian society, never having entered boot camp. It appears she left Palaven at an early age, and spent most of her life in the outer reaches of Council space, never settling down in one place.

Vetra was recruited into the Initiative by Nakmor Kesh, who lists her as “a business associate” and recommended her on the basis of her “streets smarts, adaptability, and familiarity with most weapons.” Vetra's only other recorded family is her sister, Sidera Nyx, who accompanied Vetra on the journey to Andromeda, on board the Nexus.

A footnote in Vetra's file indicates that she may have been part of an unnamed mercenary band that was hired to steal sensitive military secrets from a base on Menae. The culprits were never caught.

The Initiative

Brainchild of the visionary billionaire Jien Garson, the Andromeda Initiative was conceived as Garson's personal dream and a desire to prove humanity's capabilities beyond the military power demonstrated in the First Contact War. Garson officially began planning the Initiative in 2172, announcing her ambitious goal of launching a pioneering colonization effort to Andromeda within twenty years.

Internal reports show the struggles that the early Initiative faced. However, Jien Garson's personal stake and enthusiasm sustained the Initiative until the early 2180s when, after a sudden influx of investment and a new marketing strategy, interest in the Initiative grew afresh. Construction of the arks was completed rapidly thereafter, and the Andromeda Initiative officially launched in 2185.

The Initiative's mission statement is to bridge Andromeda and the Milky Way, create a sustainable, inclusive civilization, and push scientific development forward by centuries. In official literature, Jien Garson characterizes the Initiative as "continuing the search for humanity's next horizon."

Removal of the memory block sheds light on the renewed urgency behind the Initiative's launch. An unknown benefactor working with Jien Garson, and Alec Ryder himself, believed claims concerning "the Reapers," reported a galaxy-wide menace that returns at 50,000-year intervals to threaten all life in the Milky Way. The Andromeda Initiative's priorities secretly changed from a purely scientific and colonization effort, to a last-resort measure to preserve sentient life.

Details on the current situation in the Milky Way are sparse and impossible to confirm. A non-QEC signal in either direction, traveling at light speed, would take 2.5 million years to arrive. This lends new weight to the Initiative's

success here in Andromeda.

Andromeda Initiative: Golden Worlds

Golden worlds are planets in Andromeda's Heleus Cluster that are either the strongest possible candidates for settlement, or whose resources could bolster the Initiative's chances at long-term survival. Based on survey data and long-term projections, some are believed to be garden worlds capable of supporting life; others are mineral "treasure troves" that could supply fledgling colonies with vital resources.

These worlds were designated Habitats 1-7. While not generally used in planetary surveying, the term "golden worlds" was coined by the Andromeda Initiative's marketing team and has stuck ever since.

The Initiative's early settlement strategy revolves around these golden worlds. The arks cannot sustain a population in stasis indefinitely, and the Nexus requires vast quantities of refined ore, helium-3, water ice, and element zero. On-the-ground Pathfinder surveys are essential to confirming quickly that the golden worlds are suitable for outposts.

Andromeda Initiative: Jien Garson

Founder of the Andromeda Initiative, Garson was one of humanity's wealthiest—and most eccentric—entrepreneurs in the Milky Way. Her business interests were wide-ranging, as she made her fortune from investments in a myriad of technology-related fields. Always a maverick, it was her vision of traveling to a new galaxy that set the Andromeda Initiative in motion. Ignoring skeptics and naysayers, Garson spent vast sums of money building or acquiring the necessary technology and ships to make the long voyage possible. It was a private venture, entirely funded by Garson so as to remain free from any government oversight.

In 2185, Garson began the long journey to Andromeda aboard the support hub, Nexus. In a speech given on the eve of departure, she remarked on the collective knowledge and history represented by the arks: "We carry all these

things like the honed tools of an artist, to our great empty canvas. To Andromeda, we go to paint our masterpiece.”

Garson is slated to serve as the overall leader of the Initiative upon arrival.

Unfortunately, she would never live to see her dream realized. She died aboard the Nexus when it sustained severe damage from the Scourge upon first arriving in the Heleus cluster.

Based on newly uncovered information, it is now understood that Garson was murdered on the Nexus upon first arriving in Andromeda, at the hands of an unknown assailant.

Though the motivations for her murder remain unclear, it has come to light that a silent partner—or “benefactor”—was the true source of funding for the Andromeda Initiative, a secret that Garson kept from the public, much to her later regret.

Andromeda Initiative: Launch

Intergalactic travel was the topic of extranet discussion in the Milky Way for centuries. Several asari or salarian-led expeditions were proposed over the years, but petered out due to lack of interest, insufficient funds, or engineering hurdles.

The Andromeda Initiative’s use of AI like myself allowed many of the technical problems to be solved, but invited disapproval from the Turian Hierarchy and the Systems Alliance. Building a fleet of dreadnought-sized arks with private funding required delicate negotiations with the Citadel Council, and the advanced technology essential to survival in Andromeda was often acquired by unorthodox means.

Official Initiative records show the Nexus departed first in 2185, escorted by a small squadron of fighters for protection, followed by four arks that comprised the initial launch wave. Additional vessels were in development including a quarian-led ship accommodating multiple species, but construction was slow due to their diverse requirements and the second

launch wave was delayed. Initiative observers remain optimistic.

Andromeda Initiative: Militia and APEX

Though encountering hostile species was a possible scenario, political, philosophical, and resource restraints in the Milky Way mean the Andromeda Initiative does not have a standing army and only minimal military hardware. Defense was planned to revolve around technological superiority. The kett, however, represent a greater threat than anyone projected.

The Nexus militia was formed by Tiran Kandros, after he was captured by the kett and led other prisoners in an escape. Debriefs show that upon their return to the Nexus, Kandros and his team provided the first early warnings about the kett and, despite counter-arguments, founded and armed a volunteer militia. Today enrollment lists show over 300 active members with 150 in reserve, from a variety of combat backgrounds.

Kandros describes APEX as “the militia’s long reach.” Selected for exemplary combat skills and experience, APEX forces are small but elite teams that handle special operations. Most APEX members have rescinded their colonist status to focus on defense.

Andromeda Initiative: Nexus Uprising

Despite Director Tann’s reluctance to share them, the Nexus retains records of the so-called “Nexus uprising” in the early months of the station’s arrival. The damage caused by the Scourge killed members of the senior leadership; new individuals had to step in to fill these roles. However, with hydroponics damaged and no habitable planets available, supplies were stretched to crisis point.

Dissent turned to open rebellion against this new leadership. With the Nexus threatened, krogan work crews were asked to provide military support against the rebels, now led by head of security Sloane Kelly, in return for political representation. The krogan were ultimately successful, and the rebels were exiled from the Nexus. These exiles remain a concern for the Nexus

leadership to this day.

The majority of krogan personnel also left the Nexus soon afterwards. Director Tann has declined to provide details or fill in gaps in the official record.

Glossary of Terms

A brief refresher of terms used in Andromeda Initiative literature:

AMMUNITION BLOCK. A solid block of metal loaded into a gun. Sand-sized particles are sheared off by the gun's targeting mechanism and then fired as projectiles, allowing a single block to give ammunition for multiple combat encounters.

CITADEL. A massive, ancient space station in the Milky Way that acted as the political and cultural center of the galaxy.

COMM BUOY. A communications buoy that relays data through corridors of mass-free space.

EXTRANET. A publicly accessible information network across the Milky Way, akin to a planetary internet on a galactic scale. Such a network is slowly being developed in Andromeda while communications are established.

HARDSUIT. An exploration / combat suit, usually armored with titanium or ceramic plating, and equipped with kinetic barriers to protect against hostile fire and environmental hazards.

HEAT SINK. Also known as a thermal clip. A detachable coolant-filled sink used to prevent weapons from overheating. They must be ejected and replaced regularly during firefights.

FLASH-FORGING. Immediate manufacture of a usually short-lived object from raw materials, using an omni-tool or other fabrication device. Omni-blades are typically flash-forged.

FTL. Faster-than-light travel.

KINETIC BARRIER. Also known as a shield. Used to repel fast-moving projectiles (hence “kinetic”) but does not defend against melee attacks. High-gravity kinetic barriers protect starships from debris.

MASS ACCELERATOR. A railgun that lowers the mass of a projectile and then hurls it at relativistic speeds. Sufficient acceleration allows even tiny projectiles to impact with tremendous force.

MASS RELAY. A network of mass transit facilities across the Milky Way, used to immediately transport starships hundreds of light years. No such network exists in Andromeda.

MEDI-GEL. A sterile medicinal salve that bonds to flesh, immediately sealing injuries against bleeding or infection. It can be removed with a small ultrasound pulse.

MINIFACTURING. Small-scale manufacturing of 3D objects, often on the battlefield or for emergency repairs.

OMNI-GEL. A compound of alloys, ceramic, and other materials suspended in a semi-molten state. Used with an omni-tool to build small 3D objects almost instantly.

OSD. Optical storage disk. Can contain data, or the blueprints and programming used in minifactoring.

QEC. Quantum entanglement communication. Instantaneous communication using two particles that are linked at a quantum level.

Nexus

Intended as a safe anchorage, embassy, and financial center, the Nexus is a vast space station sent ahead of the main ark fleet. It traveled to Andromeda in an incomplete state to reduce fuel demands, with construction planned to be completed within a standard year after arrival. However, syncing with Nexus databases reveals that damage from the Scourge has set the timetable back significantly.

Returning arks anchor at the Nexus' central wheel, integrating their power grid and off-loading colonists for orientation and temporary housing before deployment to outposts. The Nexus collates and manages the resources which form the basis of the Initiative's economy, coordinates scientific research and defense, and acts as headquarters for Pathfinder teams. Once outposts are established, the Nexus will become the permanent seat of government for the Initiative.

Statistics:

Length: 15.47km

Vane Width (Widest Point): 4.9km

Anchorage Wheel Diameter: 5.3km

Gross Weight: 2.2 billion metric tons

Max. population (when complete): 2.7 million

Nexus: Andromeda Initiative Director Tann

Andromeda Initiative Director Jarun Tann is a replacement leader for those who died in the Scourge disaster. Personnel records indicate he was the

Nexus' Deputy Director for Revenue Management when the arks departed the Milky Way in 2185. However, upon arrival in the Heleus Cluster, the disastrous encounter with the Scourge led to substantial loss of life among the senior leadership. The line of succession eventually fell to Tann as the next in line for overall Director, much to the apparent consternation of certain Nexus personnel.

Born on Sur'Kesh, Tann's application to the Initiative lists his previous work experience as "Senior Consultant, Advanced Matrix-Based Accounting" with hobbies in model ship building and "travel... someday." When queried if he had any prejudices that would affect his ability to serve the Initiative, his answer was blank. However, careful data forensics reveals his original reply was: "Wait, you're letting krogan come along?"

Today, Director Tann has official oversight of Initiative operations and strategy, and effective supervision of Pathfinder teams.

Nexus: Cultural Exchange

The Cultural Exchange was created to support the Andromeda Initiative's principles of peaceful exploration in the new galaxy. Given the high likelihood of contacting sentient alien life in Andromeda, the Exchange was designed to educate and inform local species about the history and intentions of the Milky Way settlers. The hope was to avoid any misunderstandings which could lead to suspicion or hostilities, and instead foster an air of cooperation beneficial to all.

Nexus: Foster Addison

Previous to the Initiative, Foster Addison was the Chief Operations Officer for a provincial capital. She stated in her screening interviews that she preferred the position because it was the highest non-elected municipal office: it carried responsibility without requiring a public face.

Foster was asked to head Colonial Affairs early during Initiative training. She accepted after being assured that it was temporary. After arrival, outposts

would appoint a Council, and she could be obscure on a new world. In the meantime, she would remain senior advisor to Jien Garson. Unfortunately Garson died in the Nexus' initial Scourge impact, to be replaced by Director Tann.

During the rebuilding, Colonial Director Addison had no colonial affairs to direct. That limited the influence she wielded, and increased the scrutiny demanded. She has expressed frustration at the open-ended nature of her position, and the ongoing need for statements about the status (or lack) of outposts. Though she remains eminently capable, it appears to be exactly the job she didn't want.

Nexus: Heleus News Service

As Milky Way species work to establish themselves in Andromeda, gathering and disseminating accurate information about galactic events in the public interest has fallen to the fledgling Heleus News Service.

Novice journalist Davis Qar came to Andromeda to report and learn under a seasoned editor. But when Qar's mentor was reportedly killed in the Nexus uprising, he was forced to set up the official source of news on the Nexus largely by himself.

HNS operates with an arms-length agreement and partial funding from the Andromeda Initiative, a model similar to some national news services in Earth's past. This has raised questions among some colonists about the service's potential bias, though Qar stresses that if HNS has an agenda, it is to hold Initiative leadership accountable while chronicling a new era of space exploration.

Nexus: Hydroponics

The Nexus's original encounter with the Scourge caused heavy damage to the station. Reports show that Hydroponics suffered the brunt of the damage, deepening the resource crisis. In response, Dr. Eliot Camden, the new head of Hydroponics, requested that plants be distributed throughout the station to

prevent similar losses.

According to station resource allocation, Hydroponics currently accounts for 38% of the Nexus' water ice consumption. After undergoing reverse osmosis to remove heavy metals, the water is divided into reservoirs for each plant variety and a macronutrient mix is added. VI systems constantly monitor the pH, temperature and dissolved solids count of these reservoirs.

The flora in Hydroponics was chosen by crop varieties and oxygen yield. While most of the Nexus' oxygen comes from electrolysis, its plants improve overall air quality. Psychological reports also show a marked improvement in station morale since Hydroponics' recovery.

Nexus: Leadership

As the base of operations for the Andromeda Initiative, the Nexus leadership was always intended to be split between the Initiative proper, station operations, and colonial administration. Jien Garson planned to retain an honorary role, electing the asari Matriarch Nuara as Initiative Director.

Unfortunately, both Garson and Matriarch Nuara are listed as deceased, along with many of Nuara's senior staff. The current director of the Initiative, Jarun Tann, was eighth in line of succession.

Today, Director Tann remains officially in charge of Initiative operations and Pathfinder teams. Foster Addison retains her post as director of Colonial Affairs, managing colonist and outpost deployments. The Nexus itself is administered by Superintendent Nakmor Kesh, who also oversees construction efforts.

In the wake of the kett attacks, Tiran Kandros emerged as leader of a de facto volunteer militia that has taken over station security. Though technically a civilian, Kandros is counted amongst the Nexus leadership.

Nexus: Nakmor Kesh

Overseer of the Nexus' initial design and construction phase in the Milky

Way, Nakmor Kesh is currently superintendent of the station. She has oversight of the Nexus proper, maintaining systems, integrating any returning arks, and continuing construction efforts. She is also considered a senior figure in Clan Nakmor, despite the departure of the majority of the krogan from the Nexus. Kesh herself describes her role as “fixer-in-chief.”

Nexus: Pathfinder HQ

The Pathfinder Headquarters on the Nexus is designed to record and celebrate the achievements of the Initiative’s Pathfinders, while also providing a space for them to relax and regroup when off-duty. The Pathfinder HQ is not normally open to the general populace, but Director Tann has permitted guided tours since Ark Hyperion’s rendezvous with the Nexus.

The Pathfinder HQ preserves mission-significant items, mineral samples, and planetary surveys. If and when the initial settlement phase is complete, the Pathfinder HQ will contain a historical record of the Pathfinders’ efforts to colonize Heleus. Meanwhile, Director Tann has established his offices here, as part of his duties in overseeing Pathfinder operations.

Nexus: Tiran Kandros

In his screening interviews, Tiran Kandros states he is named after an ancestor who captured a dreadnought in the Krogan Rebellions, and he was expected to live up to the name. After beginning boot camp at the traditional age of fifteen, Kandros rose through the ranks and was assigned to Sagirus Eight, one of the Hierarchy’s counter-terrorism divisions.

Persistent rumors on the Nexus claim that Kandros was sent to investigate the Andromeda Initiative when the Hierarchy became suspicious about its activities. Kandros refuses to comment on former operations, citing family pressures as the reason he later joined the Initiative.

During the early days of the Nexus’ arrival, Kandros left the station to act as protection detail for a prospecting team and was captured by the kett. He managed to lead several other captives in an escape and returned to the

Nexus, eventually founding a volunteer militia to defend the station.

Nexus: William Spender

When the Nexus first arrived in Andromeda and an uprising arose among the desperate crew, it was William Spender who convinced clan leader Nakmor Morda to put down the mutineers. By all accounts, it did not go well.

In return for her help, Morda claims that Spender, in his authority as assistant director of Colonial Affairs, promised equal status for the krogan in any decision-making by way of a seat at the council. When the agreement came to light, Initiative Director Jarun Tann refused to honor it and most krogan left the Nexus.

Privately reprimanded but publicly credited for helping to stop the uprising, Spender maintained his position a step away from Nexus senior leadership.

After an investigation revealed that Spender quietly helped the mutineers during the Nexus uprising, and was further using his position to smuggle Nexus supplies to key exile contacts on Kadara, he was dismissed and exiled.

After an investigation revealed that Spender quietly helped the mutineers during the Nexus uprising, and was further using his position to smuggle Nexus supplies to key exile contacts on Kadara, he was dismissed and jailed.

Pathfinders

Role of a Pathfinder

Pathfinders are the “tip of the spear” for exploring new worlds. While planetary surveying is typically a long-term, multiple-team process, the Initiative found an alternative, thanks to Alec Ryder’s AI research: an individual equipped with the best training and technology available, and an AI partner that can run complex studies in seconds and a hundred test simulations a minute. With AI support, Pathfinders can determine within hours whether a planet is suitable for habitation, and direct the Nexus as to what colonist block stands the best chance there.

Pathfinders are trained to improve the viability of potential planets, initiate first contact with unknown species, find suitable outpost sites, and handle any external threats before the first colonist touches soil. The presence of a Pathfinder is a reassurance that a planet can be settled safely and with a high expectation of success.

Pathfinders: AI Partners

Pathfinders are highly skilled explorers, scientists, and soldiers, but when partnered with the quantum computing power of an artificial intelligence, they become indispensable. Developed by Alec Ryder, my matrix was the pattern for multiple SAM iterations intended to partner with a Pathfinder, each traveling on their respective arks.

The nature of artificial intelligence means that hosting each SAM iteration on different hardware causes multiple tiny variations. This results in unique individuals who are similar but fundamentally different to myself.

Partnership with a Pathfinder allows continued development and increased empathy with organic individuals.

Pathfinders go through extensive psychological training before being linked with an AI partner. Allowing full root access to an AI without sufficient preparation can result in unexpected and unwelcome side effects. However, those who are prepared, and sync fully with their SAM, are capable of extraordinary feats.

Pathfinders: Asari Pathfinder

Publicly stating she was joining the Andromeda Initiative for spiritual reasons, Matriarch Ishara's centuries of diplomatic experience and popularity among the asari made her a strong candidate as Pathfinder. In her younger years, she served the Asari Republics as a judge before joining Thessia's diplomatic corps, and was more recently the architect of peace accords that ended seven centuries of bitter conflict in the Kormoth system.

Matriarch Ishara left the Milky Way aboard the asari ark Leusinia in 2185.

—Sarissa Exposed—

With Matriarch Ishara gone and Sarissa Theris disgraced, the junior commando Vederia Damali has taken over as asari Pathfinder. Her service record shows few deployments, but her firearm and biotic test scores are above average and medical records show she is adapting well to her Pathfinder implant.

—Sarissa Not Exposed—

With Matriarch Ishara gone, her former bodyguard, Sarissa Theris, has taken up the mantle of asari Pathfinder. Sarissa is a famed combat veteran who has served in dozens of combat zones over centuries. Her psychological profile shows her to be both a charismatic leader and fond of high-risk, high-reward tactics.

Pathfinders: Implants

The first Pathfinder neural implants were created by Dr. Ellen Ryder, a pioneer in human biotic implant design. While biotic implants bolster and

focus electrical signals along the nervous system, Pathfinder implants go a step further by connecting to not only the nervous system, but circulation, endocrine function, and exteroceptive senses. Synced with an artificial intelligence, the implants reveal their full potential.

The implant is a two-way connection, giving me full insight into my host's physical and mental state, while allowing me to generate and alter electrical signals along my host's neural pathways that the body processes as its own. In a crisis, I can adjust a Pathfinder's balance, improve reaction time or muscle memory, or bolster biotic abilities. Quantum computing allows me to implement changes faster than synapses can fire.

The main challenge for the Pathfinder implants was miniaturizing a QEC device enough to fit a neural implant. This connection keeps me in constant sync with my host.

Pathfinders: Salarian Pathfinder

As her official biography states, like most female salarians, Zevin Raeka was originally groomed for a life of political intrigue as a Dalatrass. However, she broke with tradition to devote herself to exploration and the sciences. Despite lacking an official political position, Raeka's natural charisma drew followers from across salarian space, gaining her a reputation as not only a skilled scientist but also a respected and influential leader.

Raeka used that influence and family connections to benefit numerous ecological projects across the Milky Way, culminating in her greatest achievement: restoring the threatened biodiversity of her home world, Erinle, and enabling it to support a viable population. Her success on Erinle, combined with her leadership qualities and scientific expertise, drew the attention of Alec Ryder, who encouraged her to submit her candidacy as the salarian Pathfinder.

Raeka joined her people aboard the salarian ark Paarchero, which departed for Andromeda in 2185.

—Raeka Alive—

After evading capture by the kett and returning safely to the Nexus, Raeka has devoted herself to her Pathfinder duties and advances salarian interests on the station. She is now conducting information gathering and research aimed at stopping kett exaltation.

Raeka's additional role as interim ambassador to Heleus has been met with acclaim, given her popularity. She is seen as a balancing influence between the interests of the angara, the Nexus, and the Pathfinders.

—Raeka Dead—

With Raeka captured and presumed dead, the role of salarian Pathfinder went to Captain Hayjer. Though inexperienced by comparison, Hayjer's records show steady and skilled leadership of the salarian ark. He is now conducting information gathering and research aimed at stopping kett exaltation.

Hayjer's additional role as interim ambassador to Heleus has been welcomed. Working closely with Director Tann for his political expertise, Hayjer is considered a stabilizing influence able to reach out to both the Nexus and the angara.

Pathfinders: Turian Pathfinder

Born on Palaven and a decorated engineer in Blackwatch, Macen Barro was touted by the Hierarchy to be a shining example of a turian citizen. There were concerns among Initiative leadership about whether or not he would leave his comfortable life behind to become the turian Pathfinder, but Macen was eager—so long as he could name his replacement: Avitus Rix, a former Spectre. Internal emails and screening interviews state Macen and Avitus met in the field and suggest that their relationship may be more than platonic.

Macen Barro left the Milky Way aboard the turian ark Natanus in 2185.

—Avitus Rix Convinced—

Despite his initial hesitation, Avitus Rix complied with Macen's last request to take up the role of turian Pathfinder. A grief counselor was assigned to

Avitus upon his arrival at the Nexus, but he has yet to show at a session.

—Avitus Rix Not Convinced—

With Macen Barro dead and Avitus Rix refusing to take his place, the turians find themselves without a Pathfinder. The Nexus continues to search for a replacement, but with survivors from the Natanus scattered across the Heleus Cluster, it will be take time to fill the role.

Ark Species

Asari

Asari

Renowned for their long life span, biotic ability, and diplomatic nature, the asari were one of the most influential species in the Milky Way. Asari explorers were the first to discover the immense Citadel Station, and it was the asari who first proposed the creation of the Citadel Council.

Asari are mono-gendered. Their unique physiology allows them to reproduce with any species via a form of parthenogenesis, passing on genetic traits to their daughters. Almost all asari are biotic, and the control over their nervous system allows them to hone their powers to heights few other species can match.

An asari can live for a thousand years, passing through life stages referred to as Maiden, Matron, and Matriarch. Asari Matriarchs are ancient and respected, often holding immense cultural and economic power, though no such frameworks exist in the Heleus Cluster.

Asari: Biology

Though they appear feminine to many species, asari are a mono-gendered species. During reproduction, they provide two sets of genes to their daughters in a form of parthenogenesis, with the second set modified by contact with a partner. During asari melding, an asari attunes her nervous system to her partner, giving and receiving electrical impulses through the skin until the two briefly become one unified nervous system.

This fine control over their nervous systems contributes to the asari talent for biotics. Few species can train the level of control that most asari have by nature.

Since joining the Citadel, asari prefer to mate outside their own species,

claiming that this fosters development and understanding. It also reduces incidences of Ardat-Yakshi, “pure-blooded” asari who suffer a dangerous genetic disorder. If asari are compatible with life in Andromeda, that will prove several theories about the fundamental building blocks of life.

Asari: Culture and Society

The asari come from Thessia, whose vast element zero deposits form the basis of the most powerful economy in the Milky Way. Living in small city-states, the natural asari tendency to cooperate led to the loose conglomerate known as the Asari Republics. Government operates as an “e-democracy;” policy discussions take place over the extranet and are open to all. Decisions are made by consensus, or with the advice of politically-minded Matriarchs.

The asari military is relatively small and informal, but no less lethal. Small units of volunteer asari commandos, also known as huntresses, handle peacekeeping operations in asari space and were among the first Council Spectres.

Their thousand-year lifespan gives most asari a long view of events. Investments, social programs, and environmental policies trend toward long-term rather than short-term rewards. This approach drew many asari to the Andromeda Initiative, undaunted by the centuries-long journey.

Asari: History

Archaeological evidence shows that abundant Thessian resources and their natural tendency to cooperate helped ancient asari develop city-building, writing, and agriculture unusually early. The tone of research papers suggests this is a point of pride for asari scholars.

After studying a number of Prothean ruins and developing their space program, asari astronauts found their way to the Citadel, the most advanced station in the Milky Way, deserted since the Prothean extinction. Later, when salarian explorers reached the station, the asari proposed a joint government eventually known as the Citadel Council.

The asari have played a fundamental role in galactic politics ever since. Asari commandos served with distinction in the Rachni Wars, despite heavy losses, and krogan occupation of the asari colony Lusia was the tipping point for the Krogan Rebellions. In recent years, the asari have devoted themselves to diplomatic service, including helping to negotiate the 2157 human-turian ceasefire.

Humans

Humans: Early Spaceflight

The human philosopher Plato once said: “Astronomy compels the soul to look upward, and leads us from this world to another.” For much of its recorded history, humanity has indeed looked to the night sky and dreamed of venturing to the stars. However, after the historic NASA Apollo 11 moon landing in 1969, the drive for crewed space exploration slowed as government funding dried up. The move towards cheaper unmanned probes and orbital stations gained traction instead, as one of the central obstacles was the expense of creating first-stage booster rockets that would be lost after each flight.

But the lure of sending people into the cosmos never lost its draw. In the early 21st century, a private company called SpaceX pioneered efforts in sustainable space travel by developing a reusable launch system. It revolutionized the field as the first entity, government or private, to successfully launch and then safely recover an orbital booster rocket intact, allowing it to be reused in future launches. Reusable hardware placed lower-cost, sustainable space travel within reach.

Galvanized by SpaceX’s achievements, a renaissance in space exploration followed. Reusable launch system technology later became pivotal in establishing the European Space Agency’s first permanent settlement on Mars, Lowell City, in 2103.

Humans: N7

The most respected Systems Alliance officer training is awarded through Interplanetary Combatives Training (ICT) at the Vila Militar in Rio de Janeiro. Candidates at “the villa” are initially given 20-hour training missions

to lead teams through hostile terrain on little food or sleep.

Trainees who do well are awarded an internal designation of N1 and are invited to return. Subsequent courses—N2 through N6—are often held off-planet and include instruction in zero-G combat, military free-fall (parachuting), jetpack flight, combat diving, combat instruction, linguistics, and frontline trauma care for human and alien biology.

The highest grade of training, N6, provides actual combat experience in conflict zones throughout the galaxy. If the trainee survives these scenarios in “admirable and effective fashion,” he or she finally receives the coveted N7 designation. N7 is the only ICT designation that may be worn on field or dress uniforms.

Humans: Systems Alliance

The Systems Alliance is a supranational government that spearheads human space exploration and settlement in the Milky Way. The Alliance is responsible for the governance and defense of extra-solar colonies and stations, and officially represents humanity on the Citadel Council.

The Alliance was founded out of necessity, as no single nation could fund and manage the rapid expansion of humanity from Sol. The discovery of Prothean ruins on Mars had proven that alien contact was inevitable, earning international support for the Alliance that solidified after Alliance forces liberated Shanxi in the First Contact War.

Archived extranet articles, and Jien Garson’s staff bulletins, reveal tensions between the Alliance and the Andromeda Initiative. Construction of dreadnought-sized ships and persistent rumors of AI development, which could have damaged humanity’s standing on the Citadel, led to the Alliance demanding to oversee the Initiative’s labs and shipyards. Negotiations continued until the day of the Initiative’s departure.

Krogan

The krogan home world, Tuchanka, is one of the harshest in the Milky Way, honing the krogan into a physically powerful, aggressive, and adaptable species. Once considered heroes after the Rachni Wars, krogan expansion made them a threat to the galaxy until the turians and salarians used the controversial genophage to quell their numbers.

Several authorities questioned including the krogan in the Andromeda Initiative, given their history. Invitations were extended to several clans, particularly those who did not take part in the Krogan Rebellions, and their assistance eventually proved invaluable in building the Nexus. Colonist interviews show that many krogan see the Initiative as a chance to reinvent their people.

The krogan are considered a dying species in the Milky Way, as the genophage means only one in a thousand krogan pregnancies succeeds. In recent years, krogan have shown signs of adapting to the genophage, as they have to many other threats.

Krogan: Biology

Krogan are exceptionally hardy, having evolved in a crucible of lethal conditions and monstrous predators. 240-degree vision, normally a feature of prey animals, gives krogan a broad awareness of their environment and approaching enemies. Their tough hides can withstand stabbings and gunfire, and multiple redundant organs allow them to survive internal injuries. An electro-conductive secondary circulatory system, rather than a central nervous system, makes krogan almost impossible to paralyze, while the “hump” on their backs stores valuable water and fats.

The extremely high birth rate of krogan, a response to Tuchanka’s harsh environment, once saw them overrun gentler worlds within a few decades.

The genophage has reduced live births to a relative handful.

Krogan physiology is also highly resistant to radioactive or toxic environments. This allows them to live comfortably on planets hostile to other life. Initiative scientists have studied krogan cellular regeneration while developing first-in colonist radiation treatments.

Krogan: Culture and Society

Krogan culture was irrevocably changed by the genophage. A society built on clan pride, conquest, and enduring any challenge could not survive the prospect of a quiet extinction. In the Milky Way, the krogan are a scattered and fatalistic people. Believing the genophage will never be cured, many subscribe to the idea of “kill, pillage, and be selfish, for tomorrow we die.”

Krogan who don't become wandering mercenaries often live within clans with histories that stretch back thousands of years. Others organize under the banner of a single warlord, or into a “krantt” of like-minded warriors. The history and traditions of a krogan clan are maintained by respected shamans who prove their worth through grueling and secretive initiations.

Female krogan capable of producing offspring are valuable commodities. Most females live in separate camps, where they raise children until they are old enough to face Tuchanka's dangers.

Krogan: Genophage Recovery

The genophage bioweapon effectively sterilized the krogan by ensuring only one in a thousand pregnancies would come to term. Initially transmitted via a retrovirus deployed on Tuchanka, the genophage “ate” key genetic sequences, altering every cell in every krogan and creating a hereditary genetic flaw.

However, organic life thrives on adapting to adversity. Years after its deployment, salarian observers discovered that “garbage DNA” was cluttering the attachment sites originally used by the genophage, limiting its

effectiveness and causing krogan birth rates to rise.

One krogan clan, Nakmor, showed persistent genophage adaptation and tried to commission studies into improving it. Attempts to cure the genophage are normally political or corporate suicide due to pressure from the Citadel Council, but the Andromeda Initiative operated outside those boundaries. After several trial runs, a gene therapy was developed to improve the Nakmor mutation and leverage the natural adaptability of krogan physiology. Initial signs are promising.

Krogan: History

“A degree in krogan history” was apparently once a joke in academic circles, but excavations on Tuchanka show that ancient krogan had a thriving and impressive civilization. Unfortunately, their technological advances ran afoul of krogan aggressive instincts. Once the krogan entered the atomic age, they didn’t hesitate to deploy nuclear weapons on Tuchanka, devastating the surface and reducing their people to scattered warring bands.

The salarians technologically and culturally uplifted the krogan, in return for their service against the rachni who were terrorizing Citadel space. Capable of surviving the harsh environments the rachni preferred, krogan units drove the rachni to extinction, and were hailed as heroes. They were granted gentler worlds to colonize, but their rapid breeding meant the krogan soon overran them and threatened neighboring species.

The resulting Krogan Rebellions lasted almost a century, until the turians deployed the genophage bioweapon. Unable to breed reinforcements, the krogan people fell into decline.

Salarians

The salarians are a warm-blooded amphibious species from the Milky Way planet of Sur'Kesh. Naturally fast metabolisms mean that salarians live intense but short lives of less than forty years. Their quick intellect and photographic memory make them gifted scientists and engineers, and the Salarian Union is renowned for its technological advances as well as its secrecy and intelligence-gathering.

Tension between salarians and the krogan has lingered for centuries. Salarian scientists were responsible for creating the genophage that devastated the krogan population and ended the Krogan Rebellions.

Almost 90 per cent of the salarian species is male. Political power is centered in “Dalatrasses,” rare salarian females who negotiate the fertilization of eggs and the strategic alliances that result. Many salarian females chose to join the Andromeda Initiative as civilians, a significant break in salarian tradition.

Salarians: Biology

Salarians are renowned for their high-speed metabolism, allowing them to function on one hour of sleep a day. Compared to most species, salarians think and act quickly, processing both emotional and biochemical changes at a rapid pace; a salarian work day traditionally accommodates five or six small, high-protein meals to match. However, salarians also have a comparatively short lifespan of roughly 40 years.

Salarians are haplo-diploid egg-laying amphibians. Unfertilized eggs hatch males; fertilized eggs hatch females. A salarian female typically lays a clutch of dozens of eggs once a year in environmentally controlled hatching pools. Once hatched, young salarians imprint on their parents, ensuring dynastic loyalty through generations.

Their large families were a contributing factor to the salarians developing photographic memories, enabling them to recognize hundreds of relatives. Salarians rarely forget a fact, face, or grudge; a popular saying suggests “making a salarian enemy in the morning makes a thousand by evening.”

Salarians: Culture

In the Milky Way, the Salarian Union is dominated by the rare salarian females known as “Dalatrasses,” who negotiate the complex web of salarian politics on behalf of the regions they govern. Salarians belong to vast clans, whose interrelation and current political status must be painstakingly tracked. Clans are divided into concentric circles of relatives: those closest are in the first circle, which may be up to 100 members, and circles increase exponentially outward. This is considered confusing by other organic species, though it is mathematically straightforward.

Salarians do not have a concept of romantic love. The fertilization of eggs is a political act, since the lineage of any resulting females has a strong impact on society, and only occurs after months or even years of negotiations.

Multiple salarian females opted to join the Andromeda Initiative as civilians. Renegotiation of a dozen political dynasties in the Salarian Union was ongoing when we departed.

Salarians: History

The fortunes of salarian political dynasties dominate their early history. Most students require VI assistance to trace the complex interplay of trade wars, intrigues, assassinations, joint scientific discoveries, and treaties that created the current political climate. Some of the most famous, such as the Ten Traders’ War, have been immortalized in long-running extranet dramas.

The salarians were the second species to discover the Citadel space station that serves as the political heart of the Milky Way, making first contact with the asari and becoming founding members of the Citadel Council. Their intelligence gathering proved vital during the Krogan Rebellions, and later

led to the creation of the genophage bioweapon intended as a deterrent. Its deployment by the turians remains controversial to this day.

The salarian STG (Special Tasks Group) has played a secretive but vital role in galactic history. Specializing in information gathering and covert missions, it's believed that STG operators have ended several wars before they began.

Turians

Renowned as “men of action,” the turians have a militaristic culture revolving around public service. Turians earned their place in galactic society after their actions in ending the Krogan Rebellions. They subsequently served as the peacekeeping arm of the Citadel Council and commanded the largest fleet in the Milky Way.

Turian society once relied on client species like the volus to build their economy and trade. In the Andromeda Initiative, the military training all turians undergo allows them to fill many vital civic and security roles, but many have also enrolled for entrepreneurial or diplomatic training to be better-rounded colonists.

Galactic events and their military doctrine have left lingering resentments between turians and some species. The turians were responsible for deploying the genophage against the krogan; and misunderstandings with humans led to the First Contact War, though humans and turians have since become cordial, if not close, allies.

Turians: Biology

Turians evolved on Palaven, a Milky Way world with a weak magnetic field that leaves it vulnerable to solar radiation. Most life on Palaven has a protective, metal-rich exoskeleton as a natural defense. The thick, plate-like skin of a turian protects her against some long-term radiation, but does not defend against projectiles or energy weapons.

Unlike most sapient species in the Milky Way, turians are a dextro-protein species, meaning that food for levo-protein species like asari or humans can cause dangerous allergic reactions and vice versa. The only other known sapient dextro species is the quarians. As well as Palaven flora, turian scientists with the Andromeda Initiative paid the quarian Migrant Fleet

handsomely for plants and fungi that were specially developed to thrive in hydroponic conditions.

Turians: Culture and Society

Turian culture is founded on public service and personal accountability. The turian military is the center of their society, functioning as a public works organization, as well as an armed defense force. Citizenship is conferred once turians have completed boot camp (begun on their fifteenth birthday) and promotion through the 27 citizenship tiers is judged on individual merit. At the top are the Primarchs, who lead colonization clusters.

Their inclination to military service and social trends mean few turians pursue entrepreneurial careers, making the turian economy more vulnerable than most. The support of clients like the volus makes up for this deficiency.

Turians in the Andromeda Initiative operate outside a comfortable hierarchy. Interviews with prospective turian colonists indicate some are seeking this very freedom to forge their own destiny. Other colonists believe turian selflessness and civic structure will be vital to the Initiative's success.

Turians: History

Before joining the Citadel Council that governs much of the Milky Way, the Turian Hierarchy was a formidable power with numerous client species supporting its powerful military. Rapid expansion from Palaven later led to problems with outlying colonies, when isolation and xenophobia led to infighting in what was termed the Unification War.

The turians made first contact with the Citadel around 700 CE, when the Krogan Rebellions were raging. When the krogan devastated turian colonies, the turians responded by unleashing the salarian-developed genophage against the krogan. Two hundred years later, the turians were invited to join the Citadel Council.

In 2157 CE, human explorers attempting to activate a mass relay were

attacked by turian forces, as unauthorized relay activation was strictly illegal. The resulting conflict, the First Contact War, saw the human colony of Shanxi occupied by the turians before the Citadel Council negotiated a peace.

Andromeda Species

Angara

The angara are the only known sentient species local to the Heleus Cluster. Scattered across numerous worlds, the angara are reuniting as a people. Though much of their culture and scientific knowledge has been lost, the angara continue to rebuild and resist the kett conquest of Heleus.

From our cultural exchanges, we know that the angara have a unique control over electromagnetism. Specialized skin cells and organs allow them to generate and control electromagnetic fields artistically or unleash them in combat.

Oral histories describe how ancient angara were tribal and nomadic before settling in cities. Many of them still live in large, tight-knit families and workplaces have a guild-like organizational structure.

Politically the angara remain divided. Attempts at a reformed government were disrupted by the kett. Approximately five years ago, a coherent resistance movement emerged on Aya, the first to draw unilateral political support, with the goal of driving the kett out of Heleus for good.

Investigations have revealed that the angara were created by the Jardaans, the species responsible for building the Remnant. The motives of this creation are still unclear, but this revelation will undoubtedly have a seismic effect on angaran society.

Akksul

Akksul is a former student of the Moshae, who was captured by the kett while studying Remnant technology on Voeld. He spent a year in a forced-labor camp before escaping with a handful of other prisoners. Scarred physically and mentally by his experience, Akksul turned his back on his studies and his life on Aya to form the Roekaar, a xenophobic fighting force

who use guerilla tactics against both the kett and Milky Way species.

Jaal describes Akksul as “annoyingly magnetic” and a “born leader.” Among all the Moshae’s students, Akksul learned the quickest; he was always surrounded by friends and admirers. Before his imprisonment, the Moshae believe Akksul would be the one to carry on her legacy. His change in personality hit her the hardest.

Angara: Biology

Though there are variations from adapting to different planets, all angara are warm-blooded mammals that favor a cool, wet climate. Angaran females typically give birth to several young who require support and supervision, resulting in large extended families that become accustomed to living and working together.

Donated angaran anatomy textbooks reveal that the epidermis of their skin is photoelectric and photovoltaic. Specialized electrocyte cells, regulated by a specialized organ called the taon, allow an angara to generate a much greater electromagnetic field than most organic species and exercise fine control over it. When needed, an angara can unleash an electromagnetic pulse that damages weapons and electronics. Minimized pulses, transmitted through touch, serve as social cues.

Angaran Culture: Economics

Angara rely on a participatory mixed economy, applying elements of socialism, capitalism, and an informal barter system. The exact means of market control varies on a contextual basis, reflecting the needs of a civilization primarily focused on its survival. Basic goods and services deemed essential to life are provided as fundamental rights, with citizens voting annually to determine exact resource allocations.

Advanced personal technology or luxury items are acquired through a state-controlled capitalist market. Producers and vendors are licensed by the government and monitored by arbiters to ensure they don’t negatively impact

essential services. Within families and tight-knit organizations like the Resistance, individual members freely trade goods and services without using currency. Value placed upon something can vary wildly according to a person's needs. Disputes over barter trades are rare, as angara take a long-term and generous view of economic interactions with each other.

Angaran Culture: Law and Politics

Angara practice the political philosophy of horizontal collectivism. All members of society are valued equally, and every citizen has a voice—but the ultimate goal is for individuals to promote the best interests of the entire civilization. Angara are expected to set aside personal preferences for the greater whole, and their laws reflect this. Crimes are evaluated and punished according to the pervasiveness of their impact. An unlawful act committed against a single person carries less weight than one affecting everyone in a family. Those who transgress in a way that undermines all angaran society incur the maximum penalty.

Leaders of large political collectives, like Aya's governor, are chosen through democratic elections preceded by contentious public debates. All candidates openly challenge each other and in turn must answer any citizen who believes them unfit for office. Elected officials serve a single term, regardless of office.

Angaran Culture: Military Doctrine

The kett conquest of the angara several decades ago has left their military forces virtually extinct. The few warships and ground forces to survive the initial attacks were lost through attrition to planetary defense. In place of an organized military, the angara must now rely on the Resistance. Angaran leaders composed articles of war and submitted them as laws to be followed by these volunteer soldiers.

The rules of engagement reflect a mindset prioritizing preservation of angaran life and culture over vengeance on the kett. A Resistance soldier confronted by a kett base filled with angaran slaves, cultural artifacts, and

kett guards is expected to rescue slaves and reclaim artifacts first. Any kett would then be destroyed with expediency and minimal cruelty—not to spare the kett, but to uphold the integrity of angaran civilization.

Angara: Culture

Our first cultural exchanges quickly revealed that there is no homogenous angaran culture. Development on separate planets has left striking differences in angaran social norms that are yet to be reconciled.

Some common threads can be established. The angara prize familial unity, preferring to live, work, and raise children in extended family groups. Political factions tend to emerge from these extended families with leaders elected by popular support. Spirituality has a role in angaran daily life, with their calendar making space for the religious holidays of many different faiths.

As a safe and hospitable garden world, Aya has emerged as a center of angaran society and trade. With many communities facing harsh conditions and resource shortages, a lottery system is used to transfer personnel to Aya for extended periods. These “raba garessen” (roughly: “sanctuary trips”) also serve to pool reclaimed scientific knowledge and military strategy.

Angara: Evfra de Tershaav

Before Evfra de Tershaav assumed command of the Resistance, he claims it was “a disorganized and ineffectual group of zealots who were sliding into irrelevance.” In fact, Jaal explains it was the Resistance’s failure to protect Evfra’s family from the kett that drove Evfra to join the group, with the goal of turning it into the effective guerilla army it aspired to be. Resistance-distributed literature explains that Evfra’s single-minded dedication to his cause became evident when he led a successful raid on a kett slave labor camp, reporting that Evfra’s Resistance forces liberated hundreds of angaran prisoners before wiping out an entire battalion of kett sent to stop the attack.

According to Jaal, Evfra is feared by his Resistance subordinates and

respected by angaran leaders, but he remains an isolated individual. He keeps no close ties, by design. Everyone in the Resistance is expendable, and Evfra is said to understand too well the pain that comes with losing those closest to him.

Angara: History

Many historical records of the angara have been lost, but what survives tells the story of how ancient angara achieved spaceflight. Eventually they settled on five separate garden worlds, including Voeld.

The Scourge struck in approximately 2400 CE (by our calendar). The phenomenon devastated the Heleus Cluster, destroyed many angaran cities, and sent their culture into a decline.

This dark age lasted for over a century, before the angara began to adapt to the new conditions in Heleus. Eventually the disparate angara regained spaceflight capability and reestablished contact with one another, but the isolation had fostered separate cultural, political, and spiritual blocs. The angara struggled to find common ground.

This struggle was ongoing when the kett arrived seventy-five years ago. The Archon exploited their disparity and began a brutal conquest of the Heleus Cluster. Ironically, as several angaran historians point out, a common enemy provided the impetus to unite. Today, the angara continue their efforts at reconstruction and resistance.

We now know that circa 1600 BCE, the angara were created and seeded across Heleus by the Jardaans. Records of this process are less substantial than ancient angaran history, but it was apparently in service of a grand experiment.

It is unclear which planets the angara were seeded upon and which they reached via self-developed spaceflight, though Havarl is a likely candidate. Angaran historians are now reviewing what records remain either for tampering or cultural interpretation of events the Jardaans set in motion.

Angara: Languages

Angaran linguists describe between 200-300 “public” languages across their combined settlements. When accounting for “family” languages, spoken privately and passed down over generations, the number climbs rapidly into the thousands.

The language used by most angara across the Heleus Cluster is Shelesh, a lingua franca that was commonly used in the early days of angaran spaceflight before fading into obscurity. New connections between angaran settlements, and constant evolution of languages since their separation, means it has now seen a revival. Sources say “Shelesh” originally meant “to barter for the moon,” apparently a joke or pun around the idea of trading between interstellar colonies.

Some terms:

angara, n. / pl., “civilized people” / “those who have put down roots.”
Derived from “anj” meaning “anchor.”

daar, n. lit. “rock,” the term for a village or small outpost.

jarevaon, n., “galaxy.” “Jave jarevaon” literally means “our galaxy,” commonly referring to Andromeda; while “Jarevaon Imasaf,” “the Masaf Shell Galaxy,” refers to the Milky Way.

paara, v. To know or to learn.

shena, n. The mouth.

tavetaan, n. A friend or trusted comrade, one who would be vouched for to the rest of the family.

vesagara, n. / pl., “uprooted people” / “exiles.” A derogatory term for those from the Milky Way, most often used by the Roekaar.

Angara: Lost Colony Worlds

The Scourge disaster sent angaran civilization into a dark age. Records of their golden era of technological advancement and proliferation through space only survived as oral history, making it difficult to separate truth from legend. Nevertheless, angara believe they had colonized numerous planets across the cluster before the Scourge's devastation left them cut off from each other for centuries.

As isolated angaran worlds gradually rebuilt their technology and redeveloped space programs, the first mission was reestablishing contact with other lost colonies. A few such planets formed the coalition that now fights the kett. The question remains if more angaran worlds are still hidden by the Scourge, awaiting rediscovery. If they do exist, it's impossible to know what stage of development these worlds are at, what help they might offer against the kett, and whether they will accept the Initiative's presence in the Heleus Cluster.

Angara: Moshae Sjefa

Part scientific genius, part cultural icon, Moshae Sjefa is treated with an almost religious reverence by everyday angara. Her technological innovations have touched nearly every facet of their civilization, and were instrumental in the construction of Aya's capital city. Her analyses of the kett threat have slowed the enemy's conquest of the Heleus Cluster by informing the tactics and goals of the Resistance for decades.

From Jaal's recollections, the Moshae chafes at her celebrity status and prefers to work in solitude. Unlike most angara, Moshae Sjefa doesn't belong to a large extended family; she claims she has never married nor borne children, focusing on her life's work of unraveling the mystery of Remnant technology. Her goal, stated in many of her writings, is to unlock the secrets of the Remnant for the benefit of all angara, helping them to overcome the kett and restore angaran civilization to its pre-Scourge greatness.

Angara: Spirituality

Spirituality plays an important role in angaran life, and angaran children are

raised from their first moments to follow their family's spiritual traditions. Within most angaran faith systems, there are deities to fear or worship, and focus is placed on personal growth and the betterment of the soul. All angara are taught the importance of meditation and quiet contemplation. One common teaching is that "the soul can be heard when the mind is still."

Angara also believe that the growth of a soul continues after death, through rebirth. From cultural exchanges and angaran spiritual texts, most—if not all—angara appear to believe in reincarnation. When a person dies, they are reborn within the same family. A good act performed in one life contributes to greater enlightenment in the next. The importance placed on different types of good acts seems to vary from planet to planet, and even from family to family. For instance, some angara may value acts of heroism, others, acts of compassion. The variety appears limitless.

Our encounter on Havarl with the angara called Taavos, believed to be a reincarnation of an ancient angaran champion, has provided some scientific evidence for this belief in reincarnation. However, further investigation is needed before definite conclusions can be drawn.

Angara: Technology

Considering their civilization endured both the immense disaster of the Scourge and the brutal kett invasion, angara possess remarkably advanced technology. Their starships, while generally small and bare-bones functional, are more than capable of keeping pace with Andromeda Initiative vessels. Angara use advanced communications and computer systems that have quickly adapted to interface with Milky Way devices, helping to smooth through some of the technological hurdles of first contact.

When it comes to personal technology, angara have focused primarily on defensive and offensive innovations. Their weapons and armor are impressive enough to garner approval from krogan who have witnessed them in battle, and are designed to work seamlessly with the innate angaran control over electromagnetism. The angara are in turn fascinated by Milky Way omni-tools, and have already begun experimenting with the technology for their own use.

The angara have also had decades to study kett technology first-hand. If relations remain cordial, this technological knowledge may become invaluable.

Angara: The Resistance

The arrival of the kett stunned and then divided the angara. As described by Jaal, infighting was used as a means of conquest by the kett, but the presence of a common enemy eventually galvanized the angara to work together. The various resistance groups merged into the organized Angaran Resistance roughly five years ago under Evfra de Tershaav's command, supported by prominent families and determined to stop their kett oppressors.

The Resistance's headquarters are on Aya. For security reasons, neither Evfra nor Jaal will provide details of the Resistance's organizational structure, but it can be assumed there are multiple independent cells across the cluster. Many non-Resistance angara support their work either logistically or financially. The Resistance specializes in assassination, sabotage of kett facilities, deployment of supplies to besieged populations, and the rescue and rehabilitation of angaran prisoners.

Many members of the Angaran Resistance have joined up with the Nexus militia, enlisting APEX support for their missions. Some senior officers have opened treaty negotiations with the Nexus.

Angara: The Roekaar

Jaal describes the Roekaar as "dangerous cousins." Ruthless and single-minded, the Roekaar's propaganda describes their intent to drive all alien invaders, both Milky Way and kett, out of the Heleus Cluster.

The Roekaar were founded by Akksul, a charismatic angara who once studied with the Moshae. Jaal explains that Akksul was captured by the kett and held in a forced-labor camp for over a standard year while the Resistance could not risk a rescue. Though he survived, Akksul was embittered against the Resistance and alien life. Upon his escape, he recruited young angara and

disaffected Resistance members into an independent force named after fearsome soldiers from angaran mythology: the Roekaar.

The arrival of the Nexus—portrayed as further invaders by Akksul—provoked the Roekaar past breaking point. They are now engaged in full-fledged guerilla operations against all non-angaran inhabitants of the cluster. The Angaran Resistance officially disavows the Roekaar, but family and political interconnections complicate any organized opposition to them.

Kett

According to Nexus officials, the aliens encountered on Habitat 7 are known as the kett, a species that has proven hostile in every reported encounter. Little is known about them or their motives. The kett possess technology and weapons at least on par with the Initiative's, and have been responsible for the death or capture of many Initiative personnel.

The only commonality is that the kett have a clear interest in the strange structures and technology seen on Habitat 7 and, as we now know, on several worlds in the Heleus Cluster. Scouts and prospecting teams trying to investigate this technology are invariably attacked by the kett, who take any scans or research materials by force. Why the kett have such an interest in this technology is unknown, but the Nexus has issued warning bulletins to all off-station teams to avoid these sites for their own safety.

Led by the Archon, the kett are a powerful and technologically advanced species whose home space lies beyond the Heleus Cluster. The kett encountered here are an expeditionary force seeking lifeforms for exaltation, as well as secrets of the Remnant technology left behind in Heleus. Evidence suggests they arrived in Heleus roughly seventy years ago.

As we have learned, kett multiply and replenish their armies via "exaltation," where the kett take desirable genetic traits from other life forms and incorporate them into the kett genome. The "donor" life form, in return, is mutated with kett DNA. Kett view this exchange as an almost sacred process of self-development, though our scientists disagree.

The kett themselves remain enigmatic. We know they value genetic and physical superiority, that they willingly enslave other species, and that they have positions throughout the Heleus Cluster. Unfortunately, a sustained dialogue or diplomatic overtures seem impossible, as the kett ruthlessly exploit any attempt at peaceful communication.

Kett: Anointed

The kett soldiers known as Anointed appear to be of similar caste to the Chosen: infantry equipped with light armor. Anointed, however, wield heavy plasma cannons, making them a rallying point for other kett forces, and shield themselves with kinetic barriers against splashback. A barrage from an Anointed's plasma cannon can shred through enemy barriers and severely damage ground vehicles.

Communication intercepts suggest that Anointed assist in coordinating Chosen squads and act in an NCO role. It is unclear if the term "Anointed" refers to a senior rank amongst the Chosen, or if Anointed are part of a separate division within the kett infantry.

With a new understanding of kett exaltation, it is now apparent that Anointed are exalted angara, transformed into soldiers of the kett cause. Their title may refer to foot soldiers who have been entrusted with a more crucial battlefield role by their superiors.

Kett: Ascendant

The Ascendant are the highest caste of kett seen on the battlefield and are considered exceptionally dangerous. APEX reports that they are typically only seen when the kett are conducting high-stakes operations, or when a persistent enemy must be eliminated. Element zero cores throughout its armor allow an Ascendant to levitate off the ground, allowing it to command the attention of subordinate kett and rain devastating fire down upon enemies.

The Ascendant appear to have biological control over electromagnetic force. Cell samples gathered at great risk show electrocyte-like formations. It is likely that an Ascendant uses equipment or implants to amplify and control this ability, allowing it to manipulate EM fields that empower its weaponry. If provoked, the Ascendant can unleash a ball-lightning-like attack which conducts electricity to nearby foes, or yank an opponent helplessly off their feet to deliver a barrage of blows.

Kett: Behemoth

These unfortunate individuals were once krogan. After capture, experimentation, and attempts at exaltation, they are now Behemoths, bearing the characteristic white carapace of the kett and the strength of a krogan in full fury.

Behemoths appear to be an early attempt at exaltation, and the process for the krogan is as yet unrefined. Unlike exalted angara, whose transformation is genetically and neurochemically stable, Behemoths are unable to produce enough serotonin to break out of the feedback loop that results in krogan blood rage, rendering them permanently aggressive and non-communicative. In addition, DNA samples suggest Behemoths are susceptible to hypothalamic tumors, further evidence that exaltation is intended to affect the body's oxytocin production and social bonding responses.

Fighting a Behemoth is not for the unprepared. With a krogan's resilience to gunfire and a preference for charging into melee, APEX tactics currently revolve around multiple rocket-propelled grenades.

Kett: Biology

Kett biology is a driving force in their expansion. The kett are capable of transferring beneficial genetic traits from other species during exaltation, modifying their genome and expressing new traits almost immediately.

Study of kett DNA shows evidence of horizontal gene transfer and the incorporation of genes from dozens of unknown species. Their cells have transfective properties normally only seen in specially engineered laboratory animals, meaning the kett are able to "custom-mutate" their genome.

All kett and their exalted have a distinctive white exoskeleton. Dissection reveals these growths contain fluid-filled sacs that capture dissolved gasses from the circulatory system, slowly releasing them if the kett is oxygen-deprived. The fluid pressure of these sacs also stabilizes the body if environmental pressure is reduced. This helps the kett survive hazardous planets or even in the vacuum of space without suits, while providing

additional protection against gunshot injuries.

Kett: Chosen

Chosen are the front-line soldiers of the kett, encountered on multiple worlds as support for other kett combatants. They are equipped with assault rifles that fires plasma-surrounded projectiles, and light armor that allows them to move and deploy rapidly. Though their biology is still under investigation, they are capable of surviving in hazardous environments without protective gear.

While quick to defer to more senior individuals, Chosen appear to be disciplined and loyal soldiers, undeterred even by biotic attacks or heavy ordnance. They present a continuing risk to unarmed outposts.

The name “Chosen” was intercepted and tentatively translated from kett communications. If accurate, its significance is unclear, since these are clearly the kett’s baseline infantry.

With a new understanding of kett exaltation, it is now apparent that Chosen are exalted angara, transformed into soldiers of the kett cause. This may explain their title. Their devotion to senior kett can now be understood as a hard-wired hormonal response that induces unshakeable loyalty.

Kett: Culture

The kett in the Heleus Cluster appear to be a military expeditionary force. Separated from the rest of their culture, only a few conclusions can be drawn about the kett as a people.

Kett society appears to be a strongly regulated hierarchy. DNA evidence suggests genetic lineage is a factor in leadership positions. These “ancestral” kett lead the exalted, citizens who serve in the army, sciences, or industry. Unskilled labor is performed by slaves or—as analysis about their home space suggests—conquered vassal species. The kett interest in the Remnant implies a shared history, but details are scarce.

Culturally, the kett are highly ritualized and ceremonial. Intelligence reports show a powerful belief in their genetic and military superiority, and a belief that it benefits “lesser” species. Even the kett dialect spoken in Heleus, Tonaizhet, translates to “speaking correctly.” Exaltation is thus not a punishment, but a means to balance a disordered galaxy by sharing the kett’s genetic “perfection.”

Kett: Destined

Destined are described in intercepted communications as “ancestral” kett who act as battlefield commanders. They rally infantry into tightly-cohesive units, providing shield support and directing operations from the center.

The most interesting characteristic of the Destined is their ability to produce an obscuring “smoke” cloud without mechanical assistance. Preliminary study suggests Destined have internal sacs that excrete carbonate-rich compounds, which include a melanin-like pigment. When expelled into the air at will, internal acids trigger a gas evolution reaction and the pigment expands to cover the battlefield, cloaking other kett allies. While studies suggest it is not harmful, breathing the cloud for extended periods is not recommended.

Kett: Exaltation

The facility on Voeld has revealed a key element of kett strategy and biology. The kett do not recruit soldiers: they take prisoners and submit them to “exaltation.” This process transfers beneficial genetic traits to the kett, and turns the “donor” into a fanatically loyal exalted, many of whom serve in the kett military. Most of the individuals we have fought appear to be exalted angara.

The exaltation process appears to be two-way, transferring carefully selected kett traits into the donor. The resulting mutations permanently alter the physical appearance and glands of the donor, inducing hormonal changes that cement the individual’s loyalty to the kett.

Scientists on the Nexus suggest that exaltation may have originated out of necessity. If long ago, the kett somehow reached a state of genetic stagnation, adopting the genetic traits of others may have been their only means of survival. Today it is a ceremonial, if morally repellent, cornerstone of kett culture.

Kett: Fiend

Fiends are monstrous beasts with a heavily armored carapace. Unlike the stealthier Wraiths, Fiends are besieging units that attack head-on, scattering enemy forces and destroying entrenched enemy positions. They attack non-kett without appearing to need orders; some scientists believe Fiends respond aggressively to an absence of kett pheromones or similar cues.

A Fiend's carapace is permeated by dense cartilage that makes it both strong and flexible, and acts as a shock absorber for incoming fire. Preliminary study of their nervous system suggests that nerve transmission is dampened above a certain pain threshold, allowing a Fiend to detect injury but not be slowed by it. Reports of Fiend encounters are often accompanied by casualty lists, and the militia advises that only a well-armed and organized team should handle a Fiend at full rampage.

Kett: Primus

Second-in-command to the Archon, the Primus is reportedly trusted with leading many of the kett's most dangerous factions. APEX teams have sighted her as a hands-on leader at key kett positions, and orders from her are treated as coming from the Archon himself. Her main area of responsibility appears to be managing the kett conquest of Heleus via exaltation.

In as much as we can determine with scant details on kett culture, the Primus is believed to be extremely orthodox. Intercepted and translated reports show her ordering punishments for kett who deviate from social norms and traditions. She has also repeatedly expressed concern over the need to break off military exercises or recon missions to investigate Remnant technology, suggesting this is not a normal element of kett expansion.

With the Archon dead, the Primus is now de facto leader of the kett forces in the Heleus Cluster. Freed from the “distraction” of investigating and defending Remnant structures, we can expect the kett to remain a clear and present danger under her leadership.

Kett: Secret Intelligence

Provided by Dr. Medrow Aden, these notes had three layers of encryption. I have endeavored to fill in any transcription errors.

“Kett home space is vast. Charts I downloaded showed so many worlds in the “heartlands” alone—centered on their home planet, Sarhesen. Some [term unclear: possibly event/disaster] happened there? No details, definitely a touchy subject.

“Twenty-one ancestral lineages from ‘pure’ ancient kett. (Any still alive?) Heads of ancestral lineages lead their society. A eugenocracy?

“At least a dozen vassal species. Only got details on a few. The eealen—exalted past viable population, now nomads who document and share knowledge. The thusali—once worshipped the Remnant. Engineers exalted for Remnant expertise. The sirinde—[term unclear: possibly translates as “eat their dead with reverence”]—genetically poisoned themselves to stop exaltation, now dependent on kett neuroscience to survive.

“All proves one thing: we were right. Fight the kett head on; those might be our fate.”

Kett: Technology

Study of kett technology reveals an interesting dichotomy. While their faster-than-light drives and equipment show less sophistication than Systems Alliance technology back in the Milky Way, the kett are vastly superior when it comes to genetic manipulation and biological analysis. Their weaponry eschews VI support in favor of targeting neurological systems or internal organs with unusual precision, and salvaged kett gear shows that even their

battlefield medicine is exceptional compared to the Initiative's.

Nexus scientists believe this underlines the kett's interest in biological excellence. Their technology appears to serve a subordinate role to studying and improving one's own genetic superiority.

My analysis of kett technology from your scans suggests that it is highly mimetic. It follows the kett pattern of behavior: rather than conducting research and development, kett engineers incorporate features from other species and improve their designs incrementally. Remnant and even Initiative-inspired changes are already beginning to appear.

Kett: The Archon

The individual known as the Archon is leader of the kett forces in the Heleus Cluster. Though rarely sighted, his arrival at kett installations is reportedly greeted with fearful shows of deference, the execution of dissident kett, and the presentation of valuable Remnant technology.

The Archon has maintained control of the cluster for almost seventy-five years, reportedly through a combination of long, patient strategies and brutal subjugation. According to angaran sources, the Archon arrived in Heleus with a pantomime of diplomatic overtures that confused the angaran leadership and provoked them against one another before he ordered the conquest of their worlds.

In recent years, the Archon has taken an increasing interest in Remnant technology, ordering new dig sites and touring kett-defended Remnant structures. He is said to take many Remnant specimens aboard his flagship for study at leisure. Those who interfere are executed on the spot or hunted down by the Archon's Sword, his mysterious and feared enforcer.

According to the Moshae, the Archon is focused on Meridian, the control center for the Remnant vault network. In his hands, Meridian could be used to devastate the planets of the Heleus Cluster, rendering them uninhabitable and giving him a hold over all sentient life here.

Though he reportedly knows its location, the Archon has been unable to develop an interfacing method, meaning the greater secrets of Remnant technology are closed to him.

The Archon was killed at the battle for Meridian after almost gaining control of the facility. We now face the consequences of his death. Though the kett are still reeling from the loss of their leader, the Primus has reportedly succeeded him and intends to pursue kett interests in Heleus.

Kett: The Archon's Sword

Identified in decrypted communications, the kett known as the Archon's Sword has a fearsome reputation. Her role as the Archon's enforcer takes her across the Heleus Cluster to deliver edicts and quell dissent. APEX reports that those who incur the Archon's displeasure—kett or otherwise—are pursued relentlessly by the Archon's Sword, often never sighted again.

In combat, the Archon's Sword is said to favor cunning over brute strength, cloaking herself with the same techniques as kett Destined before striking fearlessly. Psychological profiles, though hampered by an incomplete understanding of kett psychology, suggest she is completely loyal to the Archon and his ideals.

Her title has provoked discussion amongst Nexus scientists, as it either underlines her devotion to the Archon's cause, or it implies a ceremonial and historic role. It is possible that the Archon's Sword represents a greater tradition within kett society not yet understood.

Kett: Wraith

Nicknamed by Initiative scouts unlucky enough to encounter them, Wraiths are war beasts capable of adjusting their carapace pigmentation to blend into their surroundings. This ability lets them stalk an enemy over distances unseen or cause sudden disorder in enemy ranks, flushing targets to be picked off by other kett forces. When attacking, Wraiths leap and strike with impressive jaw strength that can puncture ceramic armor.

Wraiths present an interesting study to Nexus scientists. Initially believed to originate from the same home world as the kett, since they have similar physical characteristics, Wraiths show clear genetic similarity with other feral creatures sighted across the Heleus Cluster.

With a new understanding of kett exaltation, this similarity can now be explained. It appears that Wraiths are the result of exalting these feral creatures into faithful warbeasts.

Floral and Fauna

Andromeda Wildlife: Overview

The nature of life in the Andromeda Galaxy was debated at length by Milky Way scholars. Many Milky Way species show convergent evolution—upright bipeds of a certain height and atmospheric tolerances—leading some to theorize this pattern might give some evolutionary advantage, despite counterarguments by hanar scientists. Interestingly, the kett and angara continue to fit this pattern.

The wildlife and flora encountered in the Heleus Cluster have adapted to the presence of the Scourge, evolving epidermal layers or carapaces that can cope with ambient radiation, or in the case of some plants, successfully feeding off it. Many use bioluminescence to attract prey, or as a threat or mating display.

Concerns were raised around the ability of Milky Way species to consume proteins from Andromeda, so seed banks formed a significant part of the arks' cargo. We now know it is safe to consume food grown or hunted here, though enzyme supplements are recommended and have become a social norm at mealtimes.

The revelation of the Jardaans' experimentation in the Heleus Cluster allows the creatures here to be viewed in a new light. It is entirely possible that many of these species were seeded or experimented upon, or that "lessons learned" were taken from them in the development of the angara.

Outlaws

Outlaws: Adhi

Adhi are four-legged lifeforms sighted on multiple worlds, across the Heleus Cluster, often foraging together in packs. They are extremely intelligent and capable of understanding complex commands. Wandering explorers and mercenaries are often accompanied by one or two trained adhi for defense.

When attacking, adhi drive opponents out of secure positions to make them vulnerable to gunfire or a concerted attack by the rest of the pack. Their jaw strength has been measured in excess of 1900 N, dangerous even when wearing a hardsuit. Adhi also show no fear of scout rovers.

Interestingly, the adhi genome shows signs of extensive genetic engineering that resembles the “uplifting” of some domestic animals on Earth before gene modification laws were put in place. These adaptations allow the adhi to survive in hazardous environments and may account for their almost tactical intelligence even in the wild.

Outlaws: Agent

Salarians have always operated at the very cutting edge of technology, believing that anything less is a waste of their capabilities. The salarians who have chosen to become outlaws are no less exacting. Preferring to operate on the sidelines rather than leading an assault, they often deploy holographic decoys.

While the decoy cannot damage an enemy, its kinetic barrier generator means that enemy targeting computers will register an impact when it's shot. This forces enemies to divide their attention and allows the salarian agent to flank or escape. APEX has attempted to research these decoys for larger scale

deployment against the kett, but have been unable to create a convincing thermal signature. Meanwhile, it can be expected that these salarian agents will continue to refine their work.

Outlaws: Anarchist

Turians running with outlaw bands have turned their mandatory military training to less noble purposes. They override the safeties on ex-military hardware to handle a higher explosive yield, resulting in deadly “inferno grenades” that leave thermite deposits on the ground after impact. The thermite can cling to armor and cause massive injuries.

APEX’s largely turian volunteer force takes a dim view of these anarchists, seeing them as not only a threat but an affront to the turian values of honor and service. Those who cannot be forced to surrender are hunted ruthlessly, though this has only driven Anarchists to ever-greater feats of military engineering.

Outlaws: Berserker

Centuries ago in the Milky Way, krogan berserkers served a key role in the Krogan Rebellions as frontal assault forces that cleared enemy dreadnoughts and besieged fortified positions. The battle cry of the famed Ravank Berserker Company was so distinctive—and psychologically effective—that it was often used in propaganda broadcasts.

Today, krogan who have joined outlaw bands claim to have revived berserker tactics. Wielding powerful flak cannons, they bombard positions to intimidate enemies into breaking their line before closing in. When provoked, a berserker goes into the blood rage that gives them their name, losing higher brain functions and the ability to feel pain while unleashing devastating strikes that can snap an enemy’s spine in one blow.

Outlaws: Hydra

The strange technologies of the Heleus Cluster offer many outlaw and exile

groups opportunity rather than scientific mystery. With access to black-market salvage, Remnant technology, and stolen gear from the Andromeda Initiative, some have crafted non-standard but highly effective battle mech suits nicknamed “Hydras.”

Most Hydra units are armed with a chain gun and a devastating laser-guided RPG volley, pinning down enemies before bombarding them with heavy fire. Unapproved jumpjet designs and a mass-lowering element zero core assist in ground clearance or leaping at a target. The sheer weight and impact of the Hydra unit can crush enemies or force them to fall back. APEX officially classifies a Hydra unit as a Priority Zero threat, though unofficial communications often use the acronym “BFM.”

Outlaws: Outcasts

Cast out for criminal behavior or their actions during the uprising, exiles from the Nexus are no longer welcome at the station or Initiative outposts. Some have found a new home at Kadara Port, choosing to fight under Sloane Kelly’s banner and embracing their title as Outcasts.

The militia’s threat assessment lists the Outcasts as “a significant risk.” Their particular animosity for the Nexus, honed by Sloane Kelly’s security expertise, makes them a constant concern for the Nexus leadership. The Outcasts harass trade convoys, raid ore and ice transports, and pick off scout teams for their weapons and equipment.

There is no simple answer to stopping the Outcasts. Kadara Port is defended against APEX assault and Sloane Kelly has weathered numerous assassination attempts, retaliating against the Nexus each time. Meanwhile, every individual who must be exiled from the station is a potential Outcast recruit.

Outlaws: Pariah

Even without military training, rogue asari are exceptionally dangerous, as their natural biotic talents mean they are never truly disarmed. These pariahs

now sighted in outlaw bands wield their powers in pursuit of plunder and glory.

Pariahs attack at short range with shotguns designed for asari commando forces, wearing down kinetic barriers in preparation for a biotic-focused attack. For more persistent enemies, many pariahs have mastered a deadly “backlash” technique, generating a shield with near-negative mass that accelerates incoming projectiles back at their foes.

Outlaws: Raider

The outlaw bands of the Heleus Cluster are diverse. Some were individuals who joined the Andromeda Initiative as an escape from the Milky Way; some were exiled after the Nexus uprising; others chose to seek their fortune elsewhere. Most of these individuals survive by raiding outposts or wandering exploration teams.

While not particularly organized or well-equipped, these raiders present a risk to undefended colonists. Most prefer to extort supplies and equipment rather than risk themselves, but when provoked or desperate, they will resort to deadly force.

Outlaws: Saboteur

Most of the sighted outlaw forces are composed of forces from the Milky Way, but many angara have also joined them, either out of disillusionment with the Resistance or for their own personal glory. This has been heralded with fascination by Nexus social xenopsychologists—who claim it demonstrates universal values and goals between sentient life—and concern by APEX, who now have to contend with outlaws who have expert knowledge of the Heleus Cluster.

The light armor and weapons of angaran outlaws have been fatally deceptive to many APEX squads. When necessary, the angara act as saboteurs, using their innate control over electromagnetism to drain enemy shield capacitors and boost their own equipment. With combatants suddenly vulnerable, they

are easy prey for the saboteur or their allies.

Outlaw: Sharpshooter

Equipped with custom-modified sniper rifles, sharpshooters accompany raiding parties as scouts and long-range combatants. A well-trained sharpshooter can pick off an unprepared explorer before they even know there are enemies nearby.

The skill of many of these sharpshooters is, ironically, the result of Initiative colonist defense training before leaving the Milky Way. Strategically, it was believed that well-armed snipers would be simple but effective defenders of their outposts, with a lowered risk of losing personnel in the event of an attack. It appears this training has now been passed along.

Outlaws: The Collective

Few verifiable reports of the Collective exist beyond Kadara Port. They claim the Collective is a spy network of Milky Way outlaws and angara who use blackmail, espionage, smuggling, and hacking to gain leverage on Kadara.

The Collective is said to be led by “the Charlatan.” No reliable data is available on this individual’s identity, but the Charlatan has been quietly amassing influence since the Hyperion arrived in Andromeda. Those who cross the Charlatan are dealt with ruthlessly.

Intercepted transmissions show that the Outcasts consider the Collective’s growing power a threat to their own position. The Outcasts’ focus has shifted from harrying Nexus trade convoys to arms deals, putting them on a war footing. The Collective’s response has been less public, but many Outcast supporters have lost their fortunes or disappeared without a trace.

Without Reyes Vidal, now revealed as the Charlatan, the Collective is vulnerable to reprisal. APEX reports that Sloane Kelly has already ordered a purge of Collective sympathizers.

With Sloane Kelly dead, the Outcasts are unlikely to remain unified. APEX

reports that the pirates are either scattering from Kadara Port, or being quietly but systematically hunted down by Collective loyalists.

Reyes Vidal

Like many exiles, Reyes Vidal's screening interviews and personal records were corrupted during the mutiny on the Nexus. Internal staffing emails show he was a pilot assigned to shuttle N-503 call-sign "Anubis," but beyond that, very little is known about Reyes' life before arriving in Andromeda.

Since the Nexus uprising, Reyes has made a name for himself as a smuggler working out of Kadara Port. While most exiles on Kadara feel pressured to choose between joining the Outcasts or the Collective to be successful, Reyes proudly claims to be a "free agent" and even does jobs for the Angaran Resistance.

Despite being known as a reliable smuggler who always gets the job done, Reyes is notoriously bad about paying his bar tabs with the exception of Tartarus, where it's rumored he has worked out a deal with Kian, the owner.

Although Reyes revealed himself as the Charlatan to us, he has decided to continue to control the Collective, and now Kadara Port, from the shadows.

After we thwarted the Collective's coup of Kadara Port, Reyes has been on the run from Sloane Kelly.

Sloane Kelly

Before her appointment as Director of Nexus Security, Sloane served in the Alliance, but was discharged after punching a superior officer for "bureaucratic bullshit." Some of the Initiative's senior leadership had concerns about Sloane's temper, but former Director Jien Garson admired Sloane's passion and believed her frank attitude and resourcefulness would ultimately keep the Nexus safer than someone who ran things "by the book."

Jarun Tann felt differently. Relations between Sloane and the new Initiative Director, while never good, quickly deteriorated during the uprising. Sloane

was vehemently against using the krogan against the mutineers and took it personally when the Director went behind her back to make a deal with Clan Nakmor. Upon learning of the Director's intervention, Sloane switched sides and joined the rebellion. Although the uprising ultimately failed, Sloane gained legendary status among the exiles and amassed a group of followers called the Outcasts.

After leaving the Nexus, Sloane traveled across Heleus to Kadara Port, where she defeated an invading kett force and set herself and the Outcasts up as the ruling power on the planet.

With Reyes Vidal gone, Sloane remains the de facto ruler of Kadara Port. However, this seems to have brought little peace of mind to Sloane, who is using all available resources to hunt down Reyes and any other members of the Collective.

Sloane Kelly was shot and killed during the showdown for Kadara Port.

Remnant

“Remnant” is the umbrella term coined for technology, structures, and autonomous bots that have been sighted across the Heleus Cluster. Seemingly abandoned by whomever created it, this Remnant technology is extremely advanced, but most of it is in a “standby” state. On Habitat 7, Alec Ryder discovered that reactivating this technology requires scanning “glyphs”—data packets written in Remnant coding language—and my assistance with “interfacing” at particular consoles.

This is complicated by Remnant bots that still guard and maintain many of these installations. Remnant bots do not appear to be sentient, but they are programmed to consider any interference with their technology as a hostile act, and attack single-mindedly.

The kett have an interest in Remnant technology, and have been sighted across the cluster attempting to study or control sites where it is still active. Evidence suggests the kett have not yet developed a reliable method of interfacing.

Investigations at Khi Tasira reveal that the Remnant were built by a species or faction known as the Jardaán. This technology was intended to foster life that the Jardaán had created, using the vaults to manage planetary ecology strictly, controlled from a central point known as Meridian.

The Scourge destroyed the connection from Meridian to these vaults and deactivated many of the Jardaán’s technological creations. The Jardaán left the cluster soon afterwards for an unknown location, leaving their technology behind as remnants of their civilization in Heleus.

Poc

After months of studying and tinkering with the Remnant, Peebee was able to

strip out an Observer's operating protocols. Using Remnant technology found in the vault on Eos along with other pieces scrounged from ruins, she has discovered how to program the Observer to obey her commands. This is Poc (Proof of Concept), a Remnant Observer that now works for Peebee.

Poc has no combat capabilities—it apparently exists for Peebee's amusement and perhaps companionship—but she has repeated her work and created a combat-ready version that can be deployed in the field. For ease of discerning between the two, this combat model is named "Zap."

Poc was stolen by Kalinda T'Sarch, but has now been recovered and repaired. It is functioning normally in Peebee's service.

Peebee's success in merging Remnant and Milky Way technologies is very promising, and she has begun to apply the principles involved to other systems, including those on the Tempest.

Remnant Architect

A rare and awe-inspiring sight, Architects are colossal Remnant constructs that burst from the ground, using multiple element zero cores to hover and attack from above. They dwarf buildings and ground vehicles, and their armor is impenetrable to all known small arms fire, including mass accelerator rounds. Only the power cores on an Architect's body appear vulnerable, and even they show signs of self-repair capabilities given enough time.

Each Architect is armed with multiple defensive systems, each extremely dangerous. Ferrofluid reservoirs and minifabricating peripherals allow it to create smaller Remnant units to swarm enemies. Its most devastating attack is an electrically-charged energy burst that swarms with fluidly replenishing shrapnel, overcharging shields and then shredding a target. Though an Architect cannot be destroyed, disabling its power cores will ground it, giving an opportunity to interface with its central processor and reprogram its current directives to compel it to leave.

The name "Architect" precedes their initial sighting. Peebee claims she

theorized the existence of a Remnant that was responsible for excavating the space needed for vaults, and for building other Remnant infrastructure. These Architects, simply by size alone, appear to fit that profile.

Remnant Assembler

Remnant Assemblers were nicknamed for their ability to create smaller units known as “Breachers.” Each Assembler contains a reservoir of an unknown ferrofluid similar to omni-gel, which can be used to 3D-print Breachers on the spot with alarming speed.

Tactically, Assemblers focus on manufacturing reinforcements, moving to safe distances during combat. If approached while in its hostile mode, the Assembler can jettison the partially completed power core of a Breacher, which acts like an explosive grenade, causing massive damage to enemies and allowing the Assembler to withdraw.

Upon creating a Breacher, the Assembler transfers a full copy of its stored recent memory and battlefield disposition to the new Remnant, ensuring it is combat-ready almost immediately. This capability means the Assembler is constantly branching and partitioning its memory in preparation without loss of data, an interesting characteristic that may be useful in future artificial intelligence designs.

Remnant Breacher

Created by Assemblers, these Breachers are levitating drones that move in rapid, aggressive bursts using a powerful microthruster. Peebee claims to have named them “Breachers” after mistaking one for an Observer, and quickly realizing this new example “broke the rules.”

Analysis of Breacher debris shows that their systems are fundamentally unstable: their power cores are improperly shielded and many of their inner workings are exposed. This suggests that they are created for short-term deployment to handle intruders who stray into Remnant territory, and in turn offers some insight into the Remnant builders’ military doctrine.

Combined with single-minded programming that focuses on hostiles, the volatile construction of Breachers makes them extremely dangerous. If provoked, the Breacher will launch itself at an opponent and attempt to latch onto it, using exposed gears to grind through hardsuits and cause severe damage. When damaged beyond repair, a Breacher may trigger its power core to overload and self-destruct.

Remnant: Creators

The Jardaans are a mysterious species or faction responsible for building the bots and technology known as the Remnant. According to recordings and findings from Khi Tasira, they were interested in not only wide-scale terraforming but the creation of sentient life. One of their successful creations, the angara, were seeded on multiple worlds in the Heleus Cluster. The Jardaans' motivations for this creation are still unknown.

Their work was disrupted by the deployment of the Scourge weapon, the result of either an external threat or a rift in Jardaan society. This weapon devastated the worlds that the Jardaans had cultivated and forced them to leave the Heleus Cluster, though not before disengaging Meridian and sending it to safety.

The present whereabouts and disposition of the Jardaans are not known. Whether they will return to Heleus remains to be seen.

An artificial creation must have a creator, but there is scant evidence of whomever created the Remnant. I have consulted the Nexus scientists, scans obtained by Peebee—on the condition that I not rearrange her data—and records of your own investigation, but my conclusions remain speculation.

We can be certain that the Remnant builders are several orders of sophistication above the Initiative's technology. Interlinked cluster-wide planetary engineering is beyond the logistics or budget of any known species. The energy requirements alone suggest a Type I civilization on the Kardeshev scale.

On a cultural level, the builders must have been intelligent and capable of

large-scale cooperation. The proportions of the vaults and devices found suggest a species with similar physical traits to humans, but with no genetic evidence left behind, their appearance—along with their motivations—remain a mystery.

Remnant: Decryption

Most Remnant technology is inert or in a “standby” mode, but some is secured with a decryption grid. Unlocking it requires scanning the correct Remnant glyphs and arranging them in a specific order. The glyphs cannot repeat on any straight line or within a square block of four.

Peebee speculates this could be a safety measure. Even if a method was devised to brute-force hack an interface, it would not work with the decryption grid. Given the devastating consequences when Remnant technology is improperly activated, her analysis seems sound.

The arrangement of the glyphs appears to complete either a password or a code phrase within the grid as a whole. From the little I understand of the Remnant language, they appear to form an almost palindromic “Sator Square” sentence, but the finer meaning would require detailed explanation from the grid’s designer.

Remnant Destroyer

Destroyers are heavy-weapon platforms deployed against the most determined intruders into Remnant territory. Armed with a directed energy cannon and two secondary laser turrets that can engage multiple targets simultaneously, a single Destroyer can take out an entire combat squad in minutes. When asked why she named it a “Destroyer,” Peebee folded her arms, rolled her eyes, and answered, “You figure it out.”

One of the most disconcerting characteristics of the Destroyer is its partitioned power system. Destroying one of its turrets means that power is automatically diverted to its locomotion systems, allowing it to move much faster. Many individuals have mistakenly believed they could pick off a

Destroyer's turrets from a distance and evade it safely, only to have the Destroyer close that distance unexpectedly. This often has fatal consequences, since at melee range, the Destroyer transfers power to an electromagnetic burst that causes severe damage to any individuals unlucky enough to be close.

APEX has reported variants of the Destroyer that have a self-repair network for their turrets. These Destroyers can briefly go dormant, transferring full power to fix any damage before reactivating its turrets again. Few have been sighted, but engagement is not recommended.

Remnant: Interfacing

Remnant technology requires careful reactivation dubbed “interfacing,” a process Alec Ryder and I first developed on Habitat 7. Using “glyphs”—dense data packets of Remnant code—a working understanding of their language, and the interface capabilities of a Pathfinder implant, I can help you trigger or control Remnant technology from appropriate locations.

Interfacing is the only way to activate certain Remnant technology, such as monoliths. Scans and surface damage suggest that the kett have repeatedly attempted to activate these sites by other, increasingly desperate methods, without success.

It is not clear whether Remnant technology is designed to be activated by an AI. There is no evidence of artificial intelligence in the Remnant structures investigated thus far, and Remnant bots have only rudimentary programming. However the glyphs contain recognition keys analogous to an electroencephalogram (EEG), implying that the system is designed to handle a form of neural input.

Remnant Nullifier

This Remnant model appears to have been designed for excavation. If provoked, it enters a “siege mode,” where it anchors itself to the ground and launches explosive projectiles at a target. In this mode, this Remnant

constantly runs a self-repair cycle, reducing damage from incoming fire. Peebee claims that this characteristic is what earned it the name “Nullifier.”

Recovery of Nullifier parts has been illuminating. They use both balancing pitons and dense ferrofluid reservoirs in their lower extremities to remain stable while firing, design characteristics that could be useful for Initiative mining operations. Their blast shielding is also surprisingly light for its thickness (72mm) and density. The plates are cushioned by a honeycomb of shock-absorbing polymer to distribute any ballistic force. However, these characteristics are also what allows them to absorb heavy fire and act as formidable opponents.

Remnant Observer

Observers, mid- to long-range Remnant drones, can be seen at most Remnant sites. They are equipped with element zero cores that allow them to levitate, and can normally be seen scanning or conducting maintenance at these sites. While they are the least robust of the Remnant bots, Observers are still a threat to unprepared explorers if provoked.

Examination of destroyed Remnant Observers shows they have multiple sensor vectors—visual, aural, electromagnetic, and others as yet undefined—and a comprehensive toolkit of equipment for observation and maintenance, including an ultraviolet beam laser. Serving partially as its primary weapon, the frequencies of an Observer’s laser appear to react with Remnant structures to induce a repair cycle. Observers are also capable of bringing other Remnant online, likely as part of their maintenance duties.

When asked, Peebee explains the name “Observers” with “Everywhere you go, they seem to be looking at you.”

Planets and Locations

Aya

Aya is an anomaly in the Heleus Cluster: a lush planet where a Remnant site appears to be active. It is a sanctuary for the angara, the only known sentient species local to Heleus, and guarded fiercely against outsiders. This is helped by Aya's position relative to Heleus' black hole, whose gravitational lensing effect makes Aya harder to detect. The Scourge also makes the approach to Aya extremely dangerous for untrained pilots. Scans indicate numerous kett wrecks lost in the Scourge nearby, picked clean by angaran salvagers.

Aya is also the headquarters of the Angaran Resistance movement against the kett, whose leaders advise Aya's planetary governor, Paaran Shie. Director Tann has ordered that Aya is not only to be considered sovereign territory, but a military power. While the Tempest and its crew were allowed to visit peacefully, the Nexus is advising extreme caution to other potential visitors, and ordering the distribution of "early contact" guidelines.

With relations warming between the Initiative and the angara, diplomatic overtures continue. The Initiative is opening an embassy on Aya with Paaran Shie's approval, while extending invitations to angaran diplomats and scientists to tour the Nexus. Our Cultural Exchange is beginning several cooperative programs intended to foster better understanding between the various Milky Way species and the angara.

Black Hole: H-012 "Ketos"

At the center of the Heleus Cluster is a black hole, a huge star that has collapsed into a region of space-time with gravitational effects so powerful that even light cannot escape. This example is believed to be a Kerr black hole approximately 12 stellar masses in size, and appears to have absorbed

additional mass from nearby systems. Our scientists believe that the radiation released from the creation of the black hole may explain the abundant element zero found in Heleus.

In the Milky Way, study of black holes was still in its infancy. The forces around the event horizon typically destroy probes before they can transmit their data. This black hole presents a unique opportunity for study even at a remove.

The original asari surveys of Andromeda called the black hole Ardat Hekas, “demon’s maw.” Initiative charts refer to it as H-012 Ketos, after the mythological sea monster that intended to devour the princess Andromeda.

According to their scientific journals, angaran astronomers called the black hole Haranj (roughly: “the fisher’s lure”) for the observable effect it has on comets and surrounding systems. The gravitational lensing effect of the black hole has allowed the angara-controlled planet Aya to go largely unnoticed by the kett.

Continued observation has shown interesting interactions between the black hole and the Scourge. There is evidence that some of the Scourge’s mass is being drawn into the black hole, causing continued “currents” in the phenomenon. Our scientists have suggested that without the black hole, the Scourge phenomenon might have been even more hazardous.

Elaaden

Elaaden is the scorching desert moon of a gas giant. Identified on Initiative charts as Habitat 2, Elaaden was considered a “golden world,” despite its harsh conditions, because of the moon’s vast mineral wealth. Tidal gravitational effects cause plumes of sodium silicate to erupt from Elaaden’s core, depositing unusually pure silicon sand across the surface—invaluable for manufacturing high-performance computer hardware.

Orbital surveys show that contrary to projections, Elaaden is almost devoid of water vapor, making long-term settlement or mining efforts unlikely. Those who live on Elaaden face a constant struggle for survival. Able to thrive in

environments that would kill most organic species in days, the krogan who departed the Nexus have established a colony on Elaaden and defend their sovereignty fiercely. The Nexus advises travelers to avoid Elaaden if possible.

The activated Remnant vault has increased the presence of cloud-forming particulates in Elaaden's sky. Though the moon is still brutally hot, moisture levels have noticeably risen, increasing ambient humidity and the likelihood of rain. The Nexus scientists advise that the inhabitants of Elaaden, once starved for water, should prepare for flash floods.

Eos

Eos, designated Habitat 1, was the earliest "golden world" identified for outpost placement. Named for the Greek goddess of dawn by Jien Garson personally, Eos embodied the hope of the Andromeda Initiative for a new start.

On arrival, the Nexus discovered that a world projected to be arid but comfortably habitable was now ravaged by radioactive fallout from the Scourge. The planet's atmosphere is wracked by storms that have spread the radiation across continents; periodic 130km/hr winds strip equipment and damage shuttles.

Reports from the Nexus include a sanitized account of two attempts to colonize the planet, both of which ended in failure and an unacceptable loss of life. There is also a significant kett presence on Eos, apparently investigating mysterious signals on the surface. Eos is now off-limits to unauthorized Nexus personnel, as the Nexus leadership believe it is no longer viable.

Activating the vault discovered below Eos' surface has had a dramatic and immediate effect. Radioactive particles are being stripped from the atmosphere by unknown means, and the resulting temperature changes are calming Eos' high winds. The planet's moisture levels are already showing improvement.

Prodromos, the first Pathfinder-established outpost, has been founded in Fairwinds Basin, with Mayor August Bradley in charge. The Nexus is broadcasting footage of departing colonists and the new conditions on Eos across all communication channels.

Havarl

As Jaal explains, Havarl is considered the ancestral home of the angara. The ruins of angaran cities are a draw for researchers, looters, and angara who defy the kett to make pilgrimage. The planet's history also makes it a symbolic staging ground for the ruthlessly xenophobic Roekaar.

Long-range surveys by the Andromeda Initiative indicated Havarl was a garden world of lush green jungles and abundant liquid water. The planet was considered a "golden world," and given the label Habitat 3.

Our observations today show Havarl is unrecognizable. The jungles now dominate much of the planet's surface, demonstrating bizarre growth patterns. Samples show grotesque mutations and hormonal changes in the jungles' plant life, rendering it not only extremely hardy but hazardous for consumption. These factors point to a large-scale shift in Havarl's ecology that bears investigation.

With the Remnant vault stabilized and correctly activated, both angaran and Nexus scientists report a noticeable improvement in Havarl's plant life. The more aggressive and mutated species are dying back, supplanted by soil-enriching and pollinating varieties.

In a comparatively brief time, Havarl shows signs of being a welcoming garden world. Meanwhile, Initiative scientists have joined forces with angaran personnel to investigate Havarl further.

Habitat 7

The planet known as Habitat 7 was one of the "golden worlds" selected by the Andromeda Initiative for early settlement. Signs pointed to a lush and

biologically diverse tropical region that could easily support an outpost.

With no communications from the Nexus or sister arks upon arrival in the Heleus Cluster, the Hyperion approached Habitat 7 to begin survey and settlement operations as soon as possible, but even visual assessments showed that the planet was no longer viable. Habitat 7 is now a storm-wracked world with an unbreathable argon-nitrogen atmosphere. Intense magnetic activity in unknown metallic elements interacts with the storms, causing interesting but highly destructive electrical phenomena.

The investigating Pathfinder team encountered hostile alien life and strange technology on the surface. Reactivating this technology caused a noticeable change in the conditions on Habitat 7. However, the planet is still unsuitable for settlement, and the resulting activation ultimately claimed the life of Alec Ryder, the human Pathfinder.

H-047c

This small planet was of particular interest to the turian contingent of the Andromeda Initiative. Long-distance studies suggested H-047c was a “golden world,” eminently suitable for dextro-protein species like turians, earning it the designation Habitat 5. The turian ark Natanus set course for H-047c to ensure they would have a viable settlement site on arrival.

In the intervening centuries, astronomical studies show H-047c was pulverized by debris from the erupting Scourge. The dark energy of the phenomenon increased the mass of this debris to the point that the impact shattered the planet, leaving it uninhabitable.

With its magnetic field drastically weakened and much of its atmosphere lost, what remains intact of H-047c’s surface is vulnerable to cosmic radiation. This has rendered the soil unable to support life, though it is a potential source of valuable helium-3.

Kadara

Kadara was of great interest to the Andromeda Initiative after it appeared on long-range surveys. Seemingly abundant liquid water and an oxygen-mix atmosphere made it a strong candidate for settlement, earning it the designation Habitat 4. Closer range surveys now reveal that Kadara's water sources are tainted and unpotable.

Of greater concern is the large settlement known as Kadara Port. Reportedly once a trade port for the angara, it has been adopted by exiles, pirates, and mercenaries who use it as a staging ground. Kadara Port is considered a rogue state by the Nexus, given its strong ties to the Exiles, and Initiative personnel are advised to keep their distance.

—Sloane Kelly Saved—

Sloane Kelly, leader of the pirate Outcasts, has now cemented her hold on Kadara Port and pledged to defend any outposts on Kadara from other exile factions. Officially, the Nexus still has no diplomatic ties with Kelly; unofficially, the APEX bounty on Kelly has been quietly withdrawn.

—Sloane Kelly Killed—

Kadara Port is now controlled by the Collective, led by “the Charlatan” Reyes Vidal. The Nexus is considering its response to these events, as Vidal is an unknown factor to the Initiative's leadership.

Ditaeon, the Initiative outpost on Kadara, has had a smooth initial deployment. The outpost is led by Christmas Tate, formerly of Mining Company 07 on Mars.

Sampling shows that activating Kadara's vault has dramatically improved water quality. New algal blooms and microbial life have emerged, which eat and metabolize sulfide minerals in the ground water before serving as a food supply for larger animals. Ditaeon should not require more than standard water trading.

Khi Tasira

Roughly translated as “the place of ascension,” Khi Tasira is a city-sized Remnant structure in the Civki system. From our investigations, we now know the Archon’s research over decades led him to believe this structure was Meridian, control center for the Remnant vault network.

This may explain why Khi Tasira is one of the most heavily-defended Remnant sites in Heleus. A substantial percentage of the kett fleet is anchored here, while APEX reports the Archon has sent dozens of kett cryptologists and physicists there in an attempt to solve its mysteries, with a battalion of Exalted to defend them. Approaching Khi Tasira, therefore, is to breach one of the greatest kett strongholds in the Heleus Cluster.

Even though Khi Tasira is not actually Meridian, but—as we now know—only a control module originally anchored into Meridian proper, the city remains a hugely significant Remnant site. It was home to a large population of the Remnant builders, the Jardaans, and still houses many of their experimental creations. The Remnant ships housed there appear to be in working order, as are most of the databanks and archives. Preserved despite the kett’s efforts to ransack it for information, with study, the city could eventually present a glimpse into the Jardaans’ motivations and a better understanding of the Remnant they left behind.

Meridian

Evidence in the Aya vault shows the network of Remnant vaults across the Heleus Cluster is controlled from a central point known as “Meridian.” When properly connected to Meridian, the vaults function as designed, terraforming and maintaining planetary conditions to make planets suitable for life. When disconnected, the vaults appear to either go into standby—as seen on Eos—or malfunction—as may have happened on Habitat 7—with disastrous consequences for their planet.

This proves Meridian’s central importance to Remnant vaults and the planets of the Heleus Cluster. Whoever controls it can theoretically affect vault function, meaning they could control—or disrupt—the ecology of entire worlds.

Following the Archon's data led to a gigantic Remnant structure he had code-named "Khi Tasira." The Archon believed this to be Meridian, when it is actually just a command core. Records at Khi Tasira show Meridian itself was jettisoned to safety, when its builders faced the weapon which created the Scourge.

Meridian is a construct akin to a Dyson sphere: a vast, hollow shell encompassing a power source that provides heat and light to lush green biomes in the interior. My early studies of Jardaans records suggest Meridian was their laboratory and seed world, connected to each vault and constantly monitoring the progress of life there. However, even at quantum processing speeds, it will take decades to sift through all of Meridian's accumulated data.

With the Hyperion crash-landed inside, humanity has a significant stake in Meridian's future and has founded "Port Meridian," a largely human settlement based around the Hyperion crash site.

Port Meridian

Meridian is now the name of both the Jardaans seed world shell, and the largely human port and city within. The architectural center of the port is the repurposed superstructure of the Ark Hyperion, which is being converted to stationary housing and research facilities. The controlled crash of the Hyperion, by Captain Nozomi Dunn, marked the first complete deployment and landing of an Initiative ark in Andromeda, effectively designating Meridian a human capital.

Adaptation of the former Ark Hyperion is ongoing, as is the deployment of its 20,000 sleepers.

Ryder-I

The planet formerly known as Habitat 7 was one of the "golden worlds" selected by the Andromeda Initiative for early settlement. The first attempt to land there came at great cost, including the life of then-Pathfinder, Alec Ryder.

Pathfinder, the Initiative is returning to the planet. Pathfinder Ryder has achieved viability across Heleus, gaining the resources for extraordinary efforts here. And to honor their achievement, the world has been renamed *Ryder-I*.

But now, as a result of the perseverance of his son, the current human Pathfinder, the Initiative is returning to the planet. Pathfinder Ryder has achieved viability across Heleus, gaining the resources for extraordinary efforts here. And to honor their achievement, the world has been renamed *Ryder-I*.

Ryder-I remains storm-wracked, with intense magnetic activity. The Remnant vault on the planet is still nonfunctional, and restoring the network influence of Meridian has not changed that. But vaults are not the only means of making worlds livable.

The Andromeda Initiative has begun traditional terraforming, starting with atmospheric manipulation to alter the climate. It is a lengthy and costly process, one that only 100% viability across the cluster has enabled. Ryder-1 will be a future golden world, developed from the ground up by the people whose children will eventually call it home.

The Andromeda Galaxy

Located 2.5 million light years from the Milky Way, the Andromeda Galaxy is the largest galaxy in the Local Group. Also categorized as M31, Andromeda is a spiral galaxy roughly 220,000 light years in diameter, containing approximately 1 trillion stars (compared to the Milky Way's 300 billion). The Heleus Cluster is a large star cluster located on the galaxy's outer fringe.

Andromeda has roughly 14 satellite galaxies, which orbit the galactic disk. Evidence shows a disturbance where one of these companion galaxies, M32, passed through Andromeda's spiral arms several million years ago. Andromeda itself is also accelerating towards the Milky Way at roughly 100km/s. In roughly 4 billion years, the Andromeda and Milky Way galaxies will collide and merge, forming a new galactic disk.

The Scourge

The Scourge is the colloquial term for a huge and extremely dangerous interstellar phenomenon sighted across much of the Heleus Cluster. It appears to be a cloud spreading in “tendrils” that affect planets and surrounding space, destroying starships that attempt to pass through or near it.

The Scourge is aggressively drawn to Remnant structures on planets, though the cause of the attraction is not yet fully understood. This manifests as further “tendrils” of dust and radioactive particulates that cling to the surface of Remnant technology and interfere with its operations. Either this matter was left behind after the planet in question passed through the Scourge itself, or even distant interactions with Remnant technology can cause the Scourge to coalesce spontaneously. In either case, even this minor manifestation of the Scourge demands additional caution when approaching Remnant sites.

No long-range data showed any sign of the Scourge before departure to the Heleus Cluster. Nexus scientists suggest it must have appeared in the intervening centuries while the arks traveled to Andromeda.

One of the Scourge’s more interesting characteristics is that it appears artificial. Its origin point is yet to be determined, but the pattern of the ‘tendrils’ and the composition of the cloud could not have been caused by any celestial event known to astrophysics. Investigations are ongoing, though slowed by the deadly conditions created by the Scourge.

We now know the Scourge is the fallout of a weapon detonated at Khi Tasira. Doctor Aridana believes the weapon caused an instantaneous cluster-wide warping of space-time, briefly connecting multiple points in the Heleus Cluster at once.

Her models suggest the warp effect annihilated multiple planets, forming the debris in the Scourge’s tendrils, while the resulting radiation converted much of that debris to element zero. As we have seen, the space-time warping effect continues on a micro scale within the Scourge to this day.

Voeld

From the Milky Way, the Initiative identified Voeld as Habitat 6, a “golden world” projected to be a life-sustaining and temperate garden world. This is confirmed by angaran historians: Voeld was once a heavily populated and thriving angaran colony.

During the Scourge event, gravitational distortions affected Voeld’s orbit. Models from the Nexus tech labs show how this triggered a minor ice age. The angara were forced to withdraw to a few urban centers, with the rest of Voeld’s population scattered in smaller settlements.

Voeld is therefore both culturally and strategically important to the angara, and has drawn the attention of the kett. Reports suggest a significant military presence on both sides, as the Angaran Resistance fight to defend Voeld’s population and protect the ice-encased remains of their world.

Analyzing Suvi’s orbital readings, it appears that the Voeld vault, unable to gravitationally compensate for Voeld’s change in orbit, has triggered a controlled melt of frozen carbon dioxide in the permafrost. Projections show this will thicken the atmosphere, gradually raising Voeld’s temperature to ease the ice age. This reveals that Remnant vaults are capable of sophisticated analysis and response to planetary conditions.

The Initiative’s new outpost, Taerve Uni, has been safely established. Led by new mayor Priya Blake, Taerve Uni is committed to open borders with the angara as Voeld becomes more habitable. The outpost is now a major supplier of water ice to other colonies and the Nexus.

Technology

Exploration Tools

Field Repurposing

With limited cargo space aboard the arks for specialized gear, and facing unknown dangers in Andromeda, the Initiative's philosophy is "adapt to succeed." Colonists are required to have a wide variety of skills. Equipment and weapons are expected to perform multiple functions.

However, this adaptability is fueled by non-renewable resources like ammunition, medi-gel, and power cells. Knowing they would not be readily available in Andromeda, in an emergency, the Initiative's omni-tools can recover and repurpose appropriate resources to serve a similar function. Liquid coolant allows weapon heat sinks to be re-used; organic compounds can be refined into medi-gel, and so on.

When these resources are available, the user is alerted via an interface between the user's scanner and their HUD.

Jump-Jets

Once proprietary hardware for turian special forces, Initiative armor comes with jump-jets as standard. These jets allow a user to make extremely high jumps or hover for several seconds. All colonists are trained in their operation to evade predators or environmental hazards, obtain resources, or conduct maintenance in high places safely.

The jump-jet itself consists of a helium-3 microthruster with a tungsten-hafnium carbide casing. A gyroscopic element zero core functions to both keep the user orientated in flight and lower their mass when hovering, keeping fuel expenditure down. Hard-coded safety features prevent continuous operation of jump-jets to avoid injuring the user or melting their

equipment.

Scanner

Planetary surveying, especially for potential settlement, involves meticulous scanning. However, there has been little pressure to improve planetary scanners. In its search for a better solution for its Pathfinders, the Andromeda Initiative began with hardware salvaged from geth platforms and software developed by the salarian STG.

With artificial intelligence support, Initiative scientists developed a fast, accurate sampling system codenamed Panoptes. Linking it to the quantum computing power of an AI, which can produce multiple analyses and predictive models in seconds, they created an omni-tool mounted scanner that completes accurate surveys in moments instead of weeks.

For typical scanning, the Panoptes system uses a transmitted accelerator mass spectrometer (TRAMS). This creates a “snapshot” of an object’s components, atomic weight, and radioactivity, and allows me to produce a more in-depth analysis. For biological materials, the Panoptes system switches to an electrospray ionization system, so plants or animals can be scanned without causing radiation damage.

Omni-Tools

Omni-tools are hand-held devices that combine a computer microframe, sensor analysis pack, and minifabricator. Versatile and reliable, an omni-tool can be used to analyze and adjust the functionality of most standard equipment, including weapons and armor, from a distance. The holographic haptic interface also functions as a communication device.

With sufficient omni-gel or other raw materials—usually converted from salvaged light alloys, plastics, or ceramics—an omni-tool’s fabrication module can flash-forge small three-dimensional objects or emergency suit patches. This allows quick repairs or modifications in the field.

The Andromeda Initiative's omni-tools are designed for reliability and efficient recycling of materials. Pathfinder omni-tools take design inspiration from the models used by salarian intelligence services, prioritizing the computer microframe to allow lag-free scanning and AI support.

Technology: Consumable Resources

While Andromeda Initiative gear and weaponry is designed to be as versatile as possible, extraordinary circumstances sometimes arise. Pathfinders and scout forces often turn to less orthodox resources to ensure they survive hostile conditions.

“Adrenaline” is a nickname for a prototype omni-gel/OSD package. When deployed, it bypasses omni-tool safeties to minifature (small-scale manufacture) new heat sinks and provide a temporary but powerful boost to armor.

A shield capacitor immediately overlocks a user's shields, bringing them to full power and giving them a boost. This boost is unstable, however, and will be lost the next time the shield is breached.

A life support pack boosts the environmental management systems of a user's hardsuit, enabling them to cope with environmental hazards for a longer period.

Special ammunition packs apply a variety of effects to weapons fire. Incendiary ammo coats projectiles in thermite paste as they are fired. The paste adheres to and burns through armor. Cryo ammo uses Bose-Einstein condensate to freeze an enemy or slow them. Disrupter ammo projectiles carry an electrical charge that damages enemy hardsuit systems.

The Cobra RPG package uses a volatile solution of omni-gel to minifature a short-lived but extremely dangerous projectile. Launched from an omni-tool, it hits with the same explosive power as a portable rocket launcher.

Research and Development

Technology: Augmentations

While many material components in Andromeda are familiar, we have also discovered rarer and more valuable materials; attributable to exposure to the Scourge, or mysterious alien technology. These “augmentation materials” are used in research and development to craft powerful, specialized items. Augmentations are essential to support weapon or gear combinations that would be impossible to build with conventional materials.

Some augmentations are sold by traders, but the highest quality augmentations require careful research. Once completed, the augmentation’s profile is used to recognize additional examples of that augmentation out in the field.

Technology: Materials

Crafting new weapons, armor, and equipment requires a variety of materials. Though there are strange new isotopes and ores in Andromeda, our scientists have identified familiar elements.

Heavy metals such as iron, cadmium, and nickel are used in construction and heavy manufacturing. Their density makes them useful for armor components and ammunition blocks.

Many light metals—including silicon, beryllium, magnesium, and aluminum—are resistant to corrosion and invaluable for computer components, heat sinks, and high-conductive electrical wiring, while lithium has both engineering and medical applications.

Titanium, a transition metal, is eagerly sought-after for starship construction.

Vanadium improves steel quality and is used by the aerospace industry.

Noble metals—including platinum, copper, and iridium—are rare and valuable in the Milky Way. They are often used in high-quality electronics or machine parts that require high precision.

Minerals like graphite, used to manufacture carbon nanotubes and carbon fiber, and fluorite for high-precision scientific lenses, are more common but equally useful.

The Initiative pays well for more hazardous materials. Uranium is used in weaponry and nuclear-powered facilities, while element zero has applications in multiple fields: heavy industry, starship engines, jump-jet components, or even as an ingredient in many advanced medicines, to name but a few.

Technology: Research Center

A Research Center is a research and development platform normally assigned to outposts and some select Initiative starships. Advanced minifabricating capability (small-scale manufacture) and information processing allows the Research Center to develop new technology and build it almost on the spot. They are also used to build powerful augmentations that enhance the capability of equipment.

Given the Initiative's current limitations, bandwidth and resource allocation to Research Centers is carefully monitored. The Nexus underlines the importance of new discoveries by rewarding scans and information gathered via a points system. Commonly referred to as Research Data Points (RD), these can be used for access time at Research Centers to discover or create new blueprints.

Technology: Weapon and Armor Mods

Andromeda Initiative equipment is designed to be modular and adaptable to any situation. Weapons and armor, in particular, are built with the understanding that they will be customized multiple times in the field over

their operational lifetime.

Gun modifications can be purchased from appropriate locations, or recovered in the field. Each weapon's targeting computer also contains an adaptive integration VI that analyzes a mod on installation, adjusts the weapon's balance, heat sink requirements, and ammunition block accordingly, and sends a list of any additional components to the user's omni-tool for minifactoring. The process typically takes only a few minutes.

Settling Heleus

Charting the Andromeda Galaxy for habitable planets presents a unique challenge. Observation is limited by light, and given Andromeda's distance, any observations from the Milky Way are 2.5 million years out of date—enough time for a planet to have altered irrevocably.

Initial attempts to identify settlement sites were made by obtaining asari astronomical surveys and running them through predictive models. But Jien Garson was unwilling to risk thousands of colonists without solid information.

Eventually, the Initiative obtained promising data from quarian explorers who claimed to have found a geth array on the fringes of the Perseus Veil. This array was supposedly built from three mass relays, using sensors in the combined relay corridor as a form of FTL “telescope,” to observe dark space beyond the galactic rim. Why the geth expended so much effort to study dark space is not known.

Amongst these observations were near-contemporary surveys of Andromeda. When our predictive models confirmed them within an acceptable margin, the Initiative was able to begin identifying “golden worlds.”

Communications and QEC

Communications have always been a concern for interstellar colonists. Trade, defense, and political representation depend on reliable lines of communication.

The most sophisticated method is quantum entanglement communication (QEC). This utilizes a pair of particles that are linked on a quantum level: any effect on one particle is mirrored instantaneously by the other, regardless of the distance between. Pathfinder implants use miniaturized QECs to remain

in contact with their AI partners.

However, manufacturing these particle pairs is a delicate and difficult process, especially with resources limited in Heleus. Long-term, the Andromeda Initiative plans to establish a comm relay network, transmitting data between buoys linked by mass-free corridors of space. The Scourge has hampered these efforts.

In the meantime, Initiative starships act like maritime mail packets, carrying secure data packages that transmit to approved colony receivers once they're in range. The transmissions are limited by the ship's data storage and the capability of receivers, but improvements are ongoing.

Cryogenic Stasis

For many species, early long-range exploration relied on cryogenic stasis. Without modern FTL capability, or long-distance transit methods like mass relays, the distances involved in space travel meant that most crews would die of old age before reaching their destination.

Cryogenic stasis gradually lowers the body's temperature enough to slow its vital functions, but not low enough for damaging ice crystals to form, before the pod generates a mass effect stasis field that suspends both the individual and the interior environment in the pod. Contrary to depictions in popular media, the individual is not conscious of time passing: from most travelers' perspective, they lie down in the pod only to be awoken moments later.

Stasis failure, while regrettably common for early expeditions, has been vastly improved over the years. Even in the event of catastrophic system failure, multiple monitoring VIs and fail-safes are in place to initiate an emergency wake-up.

Technology: Forward Stations

Automated forward stations are part of the initial wave of exploration or colonist deployment. They contain valuable resource caches for explorers to

resupply, repair stations for vehicles, and ground-penetrating sensors to identify mineral deposits. Their presence improves the chances of a planet being considered viable.

When a planet is seriously considered for settlement or a survey is ongoing, forward stations are seeded into orbit via automated barges. Once summoned to a designated zone, forward stations descend and anchor themselves on the ground, becoming valuable landmarks. Most scout rovers have forward station connectivity, allowing them to be summoned to the stations.

Current resource constraints mean that, in theory, only Pathfinders have official sanction to call down forward stations. In reality, reports show that enterprising colonists or unscrupulous scavengers have been known to hack the signals to raid the stations for supplies.

Technology: Mining

Without a steady supply of minerals and metallic ores, the Initiative's engineering capabilities grind to a halt. With plans so far off schedule, it's even more important to gather resources wherever possible. On the ground, Pathfinder scanners and the ground-penetrating radar of forward stations assist in locating resources for immediate harvest, or for colonists beginning their own mining operations.

In space, Initiative starships can pinpoint resources from orbit. Each ship is equipped with probes that contain both a sensor beacon and robotic drones that can harvest at least a percentage of any deposits quickly. The Nexus has relied on asteroid mining for the raw materials to support the construction efforts, which yield heavy metals and platinum.

The Scourge is a rich source of element zero, but the hazardous conditions destroy most robotic telepresence, making it an expensive pursuit. Most prospectors look on nearby planets for jettisoned rock and debris from the Scourge, which often contain eezo deposits.

Technology: Terraforming

Terraforming is the science of making planets more viable for life. “Soft” terraforming involves the introduction of bacteria or ocean algae to bind toxic gases or adjust a hostile ecology. “Hard” terraforming is often conducted on arid planets with a thin atmosphere, using the impact of a comet or asteroid to warm the planet before introducing microbial life. This process can take centuries. Terraforming even a barren planet often involves significant financial and ethical hurdles.

The Andromeda Initiative has the capability for terraforming if necessary, but is limited by the timeframes involved. The “golden worlds” surveyed from the Milky Way were intended to support quick colonist deployment, with second-tier candidates identified for potential terraforming later.

If the Remnant vault on Eos is intended for terraforming, as evidence shows, its function is unprecedented. The ability to effect change on a global scale in such a short time defies our understanding of planetary science.

The vault on Aya not only confirms that the Remnant builders used their technology to terraform planets, but that the vaults are part of a massive network across the Heleus Cluster with a central control point, dubbed Meridian.

The existence of Meridian places the vaults and their operation in a larger context. A species capable of engineering on a cluster-wide scale would not need to terraform worlds to survive. Though reactivating the vaults results in an environment agreeable to Milky Way species, it is entirely possible that their renewed viability is a means rather than an end.

Tech and Biotics

Technology: Artificial Intelligence

While a virtual intelligence is little more than a sophisticated interactive operating system, an artificial intelligence is a self-aware computing system capable of learning and independent decision making. Creating an AI requires adaptive code, a long education, and a specialized quantum computer known as a “blue box.”

In the Milky Way, artificial intelligence is considered a threat to galactic civilization. The geth—synthetic lifeforms who turned on their quarian creators—are often used as an example of the destructive capability of rogue AI, and those who attempt to create AI without strict Citadel Council oversight are subject to sanctions or even arrest.

Alec Ryder’s research papers claim that experiential separation is the root of conflict between organic and synthetic life; that an AI sharing the experience of its creator would have no desire to rebel. My connection to your Pathfinder implant and physiology makes me the first iteration of this new approach to AI.

Technology: Biotics

Biotics are rare individuals with the ability to create and manipulate mass effect fields. Given the correct implants and careful training, a biotic can raise defensive barriers, yank opponents off their feet, or shred an enemy apart at the molecular level.

A biotic gains these abilities after exposure to dust-form element zero in utero, or via secondary exposures at a young age. Though this often results in fatal cancer, roughly 10% of those exposed develop element zero nodules

along their nervous system. Once activated by the body's electrical impulses, these nodules allow the biotic to create mass effect fields, though most need a neural implant to wield them effectively.

Some species, like the asari, are naturally biotic, but human biotics are still relatively rare and many view them with suspicion. The Andromeda Initiative has proven attractive to biotic applicants.

Technology: Element Zero (Eezo)

Also known as “eezo,” the rare material known as element zero generates a field when subjected to an electrical current which raises or lowers the mass of all objects within it. This “mass effect” forms the basis of modern technology, from weapons and manufacturing, to enabling faster-than-light travel.

Element zero is generated when solid matter, such as a planet, is affected by the energy of a star going supernova. The material is common in the asteroid debris that orbits neutron stars and pulsars, though mining such regions is extremely hazardous and requires significant investment. Various isotopes of element zero have been identified, though the rarest have only been observed in laboratory conditions.

Surveys of the Heleus Cluster suggested the region is rich in element zero, which was a deciding factor in the Andromeda Initiative's decision to settle there. Without eezo, the Initiative's technology would quickly become obsolete.

Technology: FTL Drive

A starship travels faster than light using an element zero drive core. In special relativity, an object approaching light speed effectively gains in mass, until it would take infinite energy to propel it. But a negative electrical current running through an eezo drive core lowers the starship's mass, allowing it to travel at FTL speeds.

Motive force is provided by the ship's thrusters (chemical rockets, commercial fusion torch, or military antiproton drive), in addition to the FTL drive core. Without thrusters, the ship has no ability to move.

Standard drive cores build up a static charge during operation, and must be discharged periodically. Otherwise the core discharges into the ship itself, with catastrophic results. The Initiative's drive cores, intended for long-term voyages, are designed to recycle or reduce static buildup.

Technology: Mass Effect Fields

Element zero can increase or decrease the mass of a volume of space-time when subjected to an electrical current. With a positive current, mass is increased. With a negative current, mass is decreased. The stronger the current, the greater the magnitude of the dark energy mass effect.

In space, low-mass fields allow FTL travel and inexpensive surface-to-orbit transit. High-mass fields create artificial gravity and push space debris away from vessels. In manufacturing, low-mass fields permit the creation of evenly blended alloys, while high mass compaction creates dense, sturdy construction materials.

The Andromeda Initiative's technology relies heavily on mass effect fields, from reduced-mass supply drops for outposts to the impressive long-range drive cores on the arks.

Ships and Vehicles

Ark Hyperion

Ark Hyperion serves as the main vessel for carrying human settlers bound for Andromeda. Named after a Greek mythological figure associated with knowledge of celestial bodies, the Hyperion represents a breakthrough in intergalactic travel. Substantial money and resources were devoted to its construction, all privately funded by Jien Garson and the Andromeda Initiative.

Built to withstand the rigors of a nearly 2.5 million light-year voyage, the Hyperion is outfitted with ODSY drive core technology, which allows the ship to make a six hundred year voyage safely at FTL speeds. It features enough stasis pods to accommodate approximately 20,000 settlers and crew.

Ark Hyperion left the Milky Way in 2185 as part of the initial wave of departures, under the command of Captain Nozomi Dunn.

Ark Hyperion crashed on Meridian in the battle against the Archon. The ark was decommissioned; the vessel's internal structures are now being adapted for future industrial and residential deployment, re-designated as "Port Meridian."

Ark Leusinia

Constructed in orbit around Piores in the asari home system Parnitha, Ark Leusinia is named after a kingdom of wealth and learning in asari mythology. She is built to the same specifications as her sister ark Hyperion, with internal modifications to accommodate asari social preferences, and captained by Elonis Atandra.

The Andromeda Initiative was initially rejected as a human-driven boondoggle by many asari investors, and the construction of the Leusinia was met with ridicule. However, the efforts drew the attention of several Matriarchs who had assisted in previous attempts to send crewed missions to Andromeda, and their impassioned extranet addresses helped turn the tide of public opinion. At her departure ceremony, Ark Leusinia was officially blessed by the Atamna Politeia, an organization of siarist high priestesses from across the Asari Republics.

Ark Leusinia traveled to the Initiative rendezvous point in 2184, and left the Milky Way as part of the initial departure wave in 2185.

After reaching Andromeda and encountering the kett, Ark Leusinia came under attack by a group of specialized kett hunters known as the Decimation. Stolen kett navigational data allowed the ark to flee through the Scourge while evacuating as many civilians as possible, but constant harrying eventually forced the ark to go into hiding until rescue arrived.

After being escorted to safety, Ark Leusinia is now docked at the Nexus to offload the remaining colonists from stasis and undergo extensive repairs.

Ark Natanus

Ark Natanus was constructed in orbit around Aventen, a once-lucrative mining planet in the turian home system Trebia. The ark was named after legendary spacefarer Palex Natanus, who is believed to be the first turian to travel through a mass relay. The Natanus is built to similar specifications as the asari and human arks, but with minor changes to accommodate her dextro-amino-acid-based passengers. Natanus is captained by the renowned Dea Praeton of the Sixth Fleet.

Like most economical ventures, turian investors were turned onto the Andromeda Initiative by their clients, the volus. The Turian Hierarchy was intentionally kept in the dark to keep the Initiative a private, civilian project.

Ark Natanus traveled to the Initiative rendezvous point in 2184, and left the Milky Way as part of the initial departure wave in 2185.

Upon arrival in Heleus, Ark Natanus hit the Scourge, causing severe structural damage. A skeleton crew was awoken in an attempt to control the situation, but all were either forced to abandoned ship or were killed in action. The casualty list includes the turian Pathfinder, Macen Barro, who died while trying to transfer SAM to former Spectre and security officer, Avitus Rix. Because the transfer process was interrupted, the turian SAM's directives were corrupted and the AI focused all of Ark Natanus' resources on finding and reaching H-047c, the intended turian home world in Andromeda.

The ark's travels through the Scourge have left it too damaged to be returned to the Nexus. However, rescue attempts are underway to retrieve the 15,000 sleeping turians aboard.

Ark Paarchero

Ark Paarchero is the Andromeda Initiative's designated vessel for transporting salarian colonists to the new galaxy. Mirroring the design of its human counterpart, Hyperion, Ark Paarchero can accommodate 20,000 passengers and crew in cryogenic stasis.

Paarchero's development was plagued by early delays and disagreements between its senior crew and the Initiative's design team. The salarian penchant for constantly pushing the boundaries of technology was often at odds with the realities of budgets and time constraints. At one point, it was calculated that if every "vital and necessary improvement" suggested by the salarian contingent was incorporated into the Paarchero's design, its launch would have been delayed until 2204 at the soonest.

After considerable negotiation and debate, a compromise was reached and Ark Paarchero departed the Milky Way in 2185 in the initial wave of settlers under the command of Captain Lumont Hayjer.

Ark Paarchero has been located, though it has been captured by kett forces.

Following a daring infiltration mission launched by Pathfinder Ryder and {her/his} team, the ark was safely rescued from kett forces and has returned

to the Nexus.

Kett Starships

The kett utilize a variety of military aircraft from agile dropships to enormous dreadnoughts. Closer inspection of kett starships including several destroyed by the Scourge, has shown that they appear to be heavily biomimetic; while not organic, the kett take strong design inspiration from living organisms. Air filtration, electrical systems and heat management mimic behavior seen in living creatures.

The few kett engine cores available for study show that while the kett use element zero cores, their design is radically different. While in comparatively short-range environments such as the Heleus Cluster they function similarly to Milky Way drives, kett drive cores are capable of gravitationally contracting space in front of the ship and shortening it behind, creating an Alcubierre waveform that allows the ship to traverse longer distances quickly. This design feature compensates somewhat for the lack of long-range mass relay transport in Andromeda, though these drives are highly inefficient by comparison.

However, it is clear we have only seen a small cross-section of kett starships, likely military vessels on long deployment. More scientifically advanced starships may exist elsewhere.

ND1 Nomad

Seeking a suitable scout rover, the Andromeda Initiative purchased a promising but rejected design from the Systems Alliance military. The issue quickly became apparent: on rough terrain, without the bracing of heavy armor, the chassis was prone to twist. The Initiative had already developed lightweight but strong memory alloys which solved this problem.

The resulting ND1 Nomad exchanges heavy armaments for superior agility. The rover has a tripartite element zero core, which allows fine control over acceleration and a more modest helium-3 fuel cost for its microthrusters. Its

lighter weight enables both six-wheel drive (6WD) and four-wheel drive (4WD), and four-wheel steering for hazardous surfaces. Fitting the Initiative's adaptive philosophy, the Nomad can be customized with appropriate camouflage or Initiative colors.

When necessary during long-haul exploration, the rover contains an emergency shelter. It can produce potable water from its hydrogen-oxygen fuel cells, though scientists recommend adding a flavor pack to it first.

Remnant: Starships

Few examples of Remnant starships have been found. Only small craft have been observed, primarily in a derelict state. This seems counter to the scale of their installations, but makes sense if we do not consider Remnant ships to be vessels. Scientists on the Nexus suggest that their ships may simply be larger Remnant mechanisms, and repurpose themselves within vault parameters.

The capabilities of these vessel-Remnant are unknown. They exhibit precisely engineered flight control surfaces that are hard to evaluate without a full understanding of their drive systems. Their speed and maneuverability may rival Initiative or kett vessels, if only by excising non-essential systems such as life support or flesh-protecting inertia management systems.

The Tempest

The Tempest is a survey ship designed for long-range, long-term exploration under a Pathfinder's command. Its light weight and efficient design allow it to operate with a small crew and minimal resources.

Built by the Andromeda Initiative, the Tempest makes use of several once-proprietary technologies, including an IES stealth system originally developed by the Systems Alliance. Many of these systems were permitted on the condition that the Tempest only operate in the Andromeda Galaxy.

The Tempest's engine is a variation on the arks' ODSY drives that allow long-term operation, capturing a percentage of the static buildup in

capacitors. The recycled electrical charge powers several of the Tempest's onboard systems.

As a Pathfinder vessel, the Tempest has research and development facilities, laboratories, and a well-appointed meeting space to accommodate dignitaries, anticipating any potential first contact scenarios.

Tempest: Laboratories

The Tempest is equipped for long-range survey and scientific studies, which are carried out at the ship's two main labs.

The bio lab is equipped to hydroponically grow both Milky Way and Andromeda plant life, for research or consumption. The plants also clean the ship's air and generate a modest amount of oxygen. Sealed observation chambers are set up to study small fauna, sequence genetic material, or simulate bacterial growth in carefully controlled conditions. All biomatter entering or leaving the lab is subjected to additional quarantine measures.

The tech lab is used for engineering and technical studies, spectral analysis using laser apparatus, and for analyzing the capabilities of discovered technology. New minerals or metals can be subjected to additional resistance testing before being used in the Tempest's Research Center. Because of the potential volatility of new materials, the tech lab is equipped with heavy radiation shielding and can be sealed off in an emergency.

Tempest: ODSY Drive

Standard ship drive cores build up static electricity, and require periodic discharge on a planet or at specialized facilities to prevent static from building to dangerous levels. With few such suitable discharge points in dark space, the ODSY drive core was developed for the arks' long-haul journey to Andromeda. The Tempest's drive core is an experimental small-scale variant based upon the original design.

The ODSY (out-galaxy distributed static synch) drive core is designed to

minimize static build-up, and transfers the remaining charge to specially designed capacitors attached to the core. The recycled electricity is used to run ship systems, reducing power requirements and lowering heat generation.

Cross-galaxy, the arks gathered hydrogen using an electromagnetic ramscoop, converting it into protons with an ionizing laser. Proton collision in the arks' fusion reactors provided power for their thrusters. The Tempest's thrusters run on conventional helium-3, though Initiative breakthroughs in fuel efficiency means their helium-3 requirements are drastically lowered.

Tempest: Research Capabilities

Pathfinders are often the first to encounter new potential threats or valuable technology. The Tempest is therefore equipped for sophisticated research and development in the field, to support a fast turnaround of any necessary upgrades or analysis. Its Research Center syncs with the Tech Lab systems, giving insight into the capabilities of new materials and their potential applications.

My connection to Ark Hyperion and the Nexus allows me to transfer data and latest discoveries from the scientists stationed there. Quantum computing enables multiple complex simulations to be run simultaneously, and new components or configurations can be tested virtually before they are built.

Tempest: Stealth System

In 2183, the Systems Alliance and the Turian Hierarchy co-developed the IES (internal emission sink) stealth system for small military frigates. It's unknown how the Initiative acquired this system for its survey ships, as IES stealth technology is classified. Despite valid security certificates, no record of negotiations exists in the Nexus legal archives.

An IES stealth system is designed to capture the heat and radiation emitted by all starships in refrigerated storage sinks, effectively removing the ship from sensors. Initiative starship systems are streamlined to emit less electromagnetic and particle radiation, and to lower heat production. This

reduces the amount of emissions to be stored. Additionally, breakthroughs in cryogenic research allow the storage sinks to be more effectively refrigerated, allowing longer stealth time before the sinks must be vented for safety.

The Tempest can remain stationary in stealth for several hours, or travel at FTL in “silent running” for shorter periods.

Tempest: Technology

The Tempest required a number of experimental technologies to accommodate the unique requirements of a Pathfinder team. Its planetary surface imaging, for example, uses photosensitive and radar/lidar-emitting microsatellites that coordinate with the Tempest’s router back to SAM Node. I then conduct simulated scientific and probability studies on the data before presenting the Pathfinder with a summarized analysis, typically in 0.5 seconds.

The Tempest’s computer network presented interesting challenges. As most Milky Way computer systems have anti-AI safeguards built in, the Tempest’s network had to be designed from scratch to accommodate my interaction with the ship’s systems. Firmware bridges, inspired by studies into geth networking technology, allow me to temporarily interact with and augment sensors, communications, and the ship’s navigation array.

Given the desire to reduce mass without sacrificing safety, the electrical charge from the Tempest’s capacitors is used to keep the ship stable, via prototype piezoelectric vibration reduction (PVR) technology. When the ship’s superstructure is bent by vibrations—such as during atmospheric re-entry or complex flight maneuvers—piezoelectric elements receive an electrical charge that bends bulkheads in the opposing direction, reducing vibrations and smoothing the ship’s flight path.

The Verakan

The kett flagship, Verakan, is a heavily armed warship that serves as the Archon’s central command post for the kett incursion into the Heleus Cluster.

Heavy main guns and exceptionally powerful kinetic barriers suggest that any frontal assault on the Verakan without a correspondingly powerful dreadnought would be suicide.

The vessel appears to serve as a research center for studying newly captured Milky Way species. Both krogan and salarian captives were encountered aboard, indicating the Archon's interest in exalting new species and acquiring their genetic traits.

The Verakan also houses many of the kett's most important Remnant relics, apparently gathered and presented to the Archon for study at his leisure. This fascination was evident in the Archon's private chamber, where he kept a special collection of Remnant technology and relics on display.

Space Object Scans

Scanning data from planets, comets, ships, satellites, and other space objects.

Anasa

Acermos

DATA:

Orbital distance: 1.7 AU

Orbital period: 2.5 years

Radius: 4699 km

Atmospheric pressure: 0.00 atmospheres

Surface temperature: -85C

ANALYSIS:

The Collective appears to be using Acermos as a listening post—several unmanned receiver stations dot the planet, either studying the black hole or monitoring local ship traffic.

H-205

DATA:

Orbital distance: 6.5 AU

Orbital period: 18.6 years

Radius: 1645 km

Atmospheric pressure: 0.01 atmospheres

Surface temperature: -177C

ANALYSIS:

A diminutive sphere of rock and ice, H-205 is entirely unmapped and is not universally shown on Heleus Cluster charts. It could one day prove an excellent hiding place.

H-444

DATA:

Orbital distance: 0.4 AU

Orbital period: 0.3 years

Radius: 9752 km

Atmospheric pressure: 0.0 atmospheres

Surface temperature: 122C

ANALYSIS:

A few uncharacteristic gouges in the planet surface suggest a group of exiles has been here, stripping away easily accessed mineral deposits.

Mornax Vinkaar

DATA:

Orbital distance: 4.1 AU

Orbital period: 9.3 years

Radius: 44679 km

Atmospheric pressure: 1.35 atmospheres

ANALYSIS:

A turian exile attempted to found a trading post on one of this gas giant's miniscule moons. The project ended in disaster. "Mornax Vinkaar" is a turian phrase for "bad mistake."

Sedele

DATA:

Orbital distance: 0.9 AU

Orbital period: 0.9 years

Radius: 4838 km

Atmospheric pressure: 0.33 atmospheres

Surface temperature: 14C

ANALYSIS:

Despite its comfortable temperature and seas of liquid water, Sedele is heavily irradiated by mass ejections from the system's sun and is therefore unsuitable for colonization.

River

DATA:

Source: Spring

Composition: Liquid water

Length: 4354 km

ANALYSIS:

Colonies of jellyfish-like creatures move freely along this enormous river, despite the lack of life elsewhere on the planet. The river may be the last remnant of a dying ecosystem.

Radiation Trail

Signature match for Nexus shuttle stolen by Ruth Bekker.

Shuttle systems were failing. Hull integrity nearing critical.

Starship Wreckage

DATA:

Ship ident: Unknown

Ship name: Unknown

Crew complement: Unknown (estimate 5-8)

Status: N/A

ANALYSIS:

This appears to be the remains of a kett scout or dropship. Enough functional parts remain to suggest it was not destroyed by Nexus exiles; perhaps the Roekaar were responsible?

Bosavay

Ishang

DATA:

Orbital distance: 57.2 AU

Orbital period: 102.5 years

Radius: 2373 km

Atmospheric pressure: 0.05 atmospheres

Surface temperature: 810C

ANALYSIS:

Auroral flashes are visible at most times of day from the cobalt surface of Ishang. The electromagnetic effects may interfere with communications.

Pas-51

DATA:

Orbital distance: 216.2 AU

Orbital period: 752.6 years

Radius: 9694 km

Atmospheric pressure: 0.12 atmospheres

Surface temperature: 408C

ANALYSIS:

Many of the conditions on Pas-51 are amenable to the development of life (microbial, at least), but its searing temperatures are an obstacle not easily overcome.

Mountain

DATA:

Height: 8.8 km

Origin: Tectonic

ANALYSIS:

Water vapor escapes from cracks in this mountain, suggesting that somewhere deep underground—where temperatures are far cooler—a reservoir may exist. If lifeforms exist on Pas-51, it will be there.

Pas-60

DATA:

Orbital distance: 35.1 AU

Orbital period: 49.2 years

Radius: 10738 km

Atmospheric pressure: 0.10 atmospheres

Surface temperature: 1073C

ANALYSIS:

The seething radiation of the Bosavay sun keeps portions of Pas-60 molten at all times. Attempting to land here would be extremely inadvisable.

Tyfrondra

DATA:

Orbital distance: 134.6 AU

Orbital period: 369.6 years

Radius: 39120 km

Atmospheric pressure: 1.80 atmospheres

ANALYSIS:

Tyfrondra's weather is uncommonly tranquil for a gas giant—its clouds and electrical storms move in slow, predictable patterns worthy of further study.

Civki

H-065

DATA:

Orbital distance: 1.4 AU

Orbital period: 1.3 years

Radius: 5678 km

Atmospheric pressure: 0.04 atmospheres

Surface temperature: 195C

ANALYSIS:

Although their surveys were inconclusive, Milky Way scientists believed H-065 was potentially inhabitable. Now it's a scorching desert; whatever it was before the Scourge is lost.

Satellite

DATA:

Satellite ID: Unknown

Power readings: 98.2%

System report: Scanners online

Status: Operational

ANALYSIS:

This kett satellite is focused on H-065, taking detailed readings of seemingly empty expanses of desert.

H-110a

DATA:

Orbital distance: 13.0 AU

Orbital period: 36.2 years

Radius: 6219 km

Atmospheric pressure: 0.32 atmospheres

Surface temperature: -117C

ANALYSIS:

A satellite of the gas giant H-110, H-110a's orbit has begun to decay. The icy world may collide with the giant in as little as several centuries.

Ice Sheet

DATA:

Surface area: 16 million km

Composition: 94% ice water

Status: Stable

ANALYSIS:

Beneath ten meters of solid ice is what appears to be a minor Remnant installation, as yet undiscovered by the kett.

H-309

DATA:

Orbital distance: 4.5 AU

Orbital period: 7.2 years

Radius: 68483 km

Atmospheric pressure: 1.35 atmospheres

ANALYSIS:

Several kett vessels are present in H-309's upper atmosphere, gathering helium-3 for fuel. The Scourge's disruption of the gas giant's magnetosphere appears to be concealing us.

Khi Tasira

DATA:

Orbital distance: 4.9 AU

Orbital period: 9.3 years

Atmospheric pressure: 0.83 atmospheres

Surface Temperature: 10C

ANALYSIS:

An enormous Remnant space station, which the Archon believes is Meridian.

ALERT: There is a strong kett presence in the area, and scans have picked up multiple kett warships orbiting the construct.

Rakaelmo

DATA:

Orbital distance: 3.2 AU

Orbital period: 4.5 years

Radius: 4731 km

Atmospheric pressure: 0.68 atmospheres

Surface temperature: 42C

ANALYSIS:

Massive storm systems wrack Rakaelmo. Dozens of kett shuttles skirt the edges of these storms, landing at Remnant ruins during brief moments of calm.

Scourge Formation

DATA:

Spatial anomaly related to the Scourge

Dark energy discernable from gravitational and radiation effects

Composition: Ice, mineral debris, element zero, unknown materials

ANALYSIS:

Energy emitted from this area appears weaker than expected. A probe deposited within the center of the formation may be used to collect data.

Dar'Hegah

Denesh

DATA:

Orbital distance: 15.5 AU

Orbital period: 111.6 years

Radius: 2553 km

Atmospheric pressure: 0.02 atmospheres

Surface temperature: -241C

ANALYSIS:

Cobalt and nickel form the outer layer of Denesh's crust. Scans suggest the planet is far less tectonically stable than it appears.

H-505

DATA:

Orbital distance: 0.8 AU

Orbital period: 1.3 years

Radius: 6636 km

Atmospheric pressure: 21.39 atmospheres

Surface temperature: -27C

ANALYSIS:

Hidden from early surveys by reflective objects in Dar'hegah's asteroid belt, H-505 is a frigid world with a krypton-nitrogen atmosphere.

Crater

DATA:

Hypervelocity impact crater (largest)

Rim diameter: 402 km

Depth: Approx. 2.1 km

Ejecta: Mineral deposits, heavy metals

ANALYSIS:

This is the largest of multiple impact craters, suggesting a swarm of debris—possibly from the asteroid belt—struck H-505 in the distant past.

Jegraph

DATA:

Orbital distance: 0.4 AU

Orbital period: 0.5 years

Radius: 2499 km

Atmospheric pressure: 0.00 atmospheres

Surface temperature: -75C

ANALYSIS:

Sometime in the past century, Jegraph was impacted by a very large or very fast object (natural or artificial) that cracked open its mantle and caused a continuing series of quakes.

Ne'grale

DATA:

Orbital distance: 3.9 AU

Orbital period: 14.1 years

Radius: 2587 km

Atmospheric pressure: 101.68 atmospheres

Surface temperature: 19C

ANALYSIS:

Ne'grale's crushing atmosphere is toxic and violent; its density makes scans difficult. The planet's rings appear to be of relatively recent origin, possibly related to the Scourge.

Vessel

DATA:

Classification: Kett scout

Structural integrity: 68%

Life signs: None

ANALYSIS:

This kett scout vessel appears to have been abandoned in the asteroid belt

after an engine failure. Its aimless drifting among the asteroids has resulted in significant damage, but some materials may be salvageable.

Eriksson

Habitat 7

DATA:

Orbital distance: 2.3 AU

Orbital period: 3.1 years

Radius: 4912 km

Atmospheric pressure: 2.3 atmospheres (fluctuating)

Average surface temperature: 17C (fluctuating)

ANALYSIS:

Even visual scans show that Habitat 7 is no longer a promising settlement world. The planet's atmosphere is largely argon-nitrogen, and little of the projected plant life has survived.

Satellite

DATA:

Satellite ID: Hyperion 1433-D

Power readings: 6.4%

System report: Internal circuitry damaged by Scourge exposure

Status: Currently inactive but salvageable

ANALYSIS:

A standard monitoring satellite. Its registration shows it was deployed accidentally from the Hyperion during its collision with the Scourge.

Helluland

DATA:

Orbital distance: 6.5 AU

Orbital period: 16.4 years

Radius: 2004 km

Atmospheric pressure: 7.50 atmospheres

Surface temperature: -169C

ANALYSIS:

Named for the first landing of the human explorer Leif Eriksson, Helluland's crust is largely composed of aluminum with sulfur deposits, brought to the surface via volcanic activity.

Markland

DATA:

Orbital distance: 22.9 AU

Orbital period: 109 years

Radius: 7040 km

Atmospheric pressure: 0.2 atmospheres

Surface temperate: -201C

ANALYSIS:

Markland is a large frozen world, with a surface composed mostly of silica with deposits of cobalt. The planet's albedo is unexpectedly dark, suggesting geological activity or contamination from the Scourge.

Scourge Formation

DATA:

Spatial anomaly related to the Scourge

Dark energy discernable from gravitational and radiation effects

Composition: Ice, mineral debris, element zero, unknown materials

ANALYSIS:

A dense pocket of Scourge matter. A probe deposited within the center of the formation may be used to collect data.

Starship Wreckage

DATA:

Ship ident: Nexus 33-12

Ship name: "Eudoxus"

Crew complement: 7

Status: Reported missing, presumed lost

ANALYSIS:

The Eudoxus sustained pervasive damage due to Scourge flares that wiped out all internal systems. Dr. Aridana's crew was killed instantly. Vessel

adrift, unsalvageable due to radiation.

Starship Wreckage

DATA:

Ship ident: Voneraan-235

Ship name: Anj Alesh

Crew complement: 6

Status: N/A

ANALYSIS:

This angaran survey vessel suffered catastrophic damage during a high-speed collision with the Scourge. Most wreckage remains trapped inside the anomaly.

Vinland

DATA:

Orbital distance: 0.8 AU

Orbital period: 0.7 years

Radius: 3833 km

Atmospheric pressure: 81.2 atmospheres

Surface temperature: 671C

ANALYSIS:

Vinland is a small rocky world with a “pressure-cooker” atmosphere composed of argon and carbon dioxide. Its valuable cobalt deposits would

require robotic mining due to volatile surface gases.

Crater

DATA:

Hypervelocity impact crater

Rim diameter: 496 km

Depth: Approx. 3.7 km

Ejecta: Silicates, mineral deposits, trace amounts of element zero

ANALYSIS:

A crater caused by the impact of heavy debris, possibly from the Scourge.
The meteorite still contains valuable resources.

Faroang

Comet Dawnstar

DATA:

Nucleus: 7.6 km

Coma Cloud: 56,000 km

Current Tail: 740,000 km

ANALYSIS:

This comet is rich in the empirically useful nephrite, although other elements have complicated exploration. Very bright, but a second orbit is unlikely. Best to mine it for other purposes.

Farrum

DATA:

Orbital distance: 3.4 AU

Orbital period: 4.8 years

Radius: 7861 km

Atmospheric pressure: 0.17 atmospheres

Surface temperature: 45C

ANALYSIS:

Farrum's carbon dioxide and argon atmosphere is inhospitable to most life, as are ocean temperatures which (in sunlight during the proper season) can reach the boiling point.

Biomatter Growth

DATA:

Classification: Fungus

Origin: Farrum

Quarantine recommendation: Level 1

ANALYSIS:

Thriving on Farrum where little else can, massive fungal forests stretch kilometers in the moist and hot air.

Havarl

DATA:

Orbital distance: 2.4 AU

Orbital period: 2.9 years

Radius: 7103 km

Atmospheric pressure: 0.89 atmospheres

Surface temperature: 29C

ANALYSIS:

The ancestral home of the angara is a lush jungle planet. However, scans detect plant life on Havarl exhibiting maladaptive, unsustainable growth patterns. The abnormal mutation suggests something is terribly wrong with

Havarl's ecology.

The ancestral home of the angara is a lush jungle planet. With the vault correctly activated, the jungles are showing clear signs of recovery, overseen by both angaran and Nexus scientists.

Posbaar

DATA:

Orbital distance: 0.4 AU

Orbital period: 0.2 years

Radius: 10426 km

Atmospheric pressure: 9.57 atmospheres

Surface temperature: 908C

ANALYSIS:

The immense and fiery Posbaar is described in certain angaran texts as “the guardian of Faroang,” protectively circling the bright star until the day both cool.

Yilfaen

DATA:

Orbital distance: 5.7 AU

Orbital period: 10.4 years

Radius: 5301 km

Atmospheric pressure: 2.90 atmospheres

Surface temperature: 111C

ANALYSIS:

Sulfur, iron, and plutonium compose the bulk of Yilfaen's surface. Its powerful storms shift in magnitude as it orbits around the gas giant Yednoeth.

Faross

Asiaq

DATA:

Orbital distance: 1.5 AU

Orbital period: 3.4 years

Radius: 9148 km

Atmospheric pressure: 29.36 atmospheres

Surface temperature: -51C

ANALYSIS:

Asiaq's thick carbon dioxide and argon atmosphere shows symptoms of Scourge distortion, though no Scourge tendrils are detectable in the planet's current orbital path.

Satellite

DATA:

Satellite ID: Unknown

Power readings: 43.9%

System report: Primary instruments damaged; backups functional

Status: Operational

ANALYSIS:

This kett satellite is rapidly processing data on the atmosphere of Asiaq, though it has been badly damaged by the planet's storms.

Asteroid

DATA:

A-type asteroid

Diameter: 854 km

Surface gravity: 0.02 G

ANALYSIS:

This gargantuan asteroid is clearly being used as a stopover by Outcasts—a small, empty supply post and docking station are built into the rock.

Efaja

DATA:

Orbital distance: 0.3 AU

Orbital period: 0.4 years

Radius: 4138 km

Atmospheric pressure: 7.04 atmospheres

Surface temperature: -1C

ANALYSIS:

Thanks to its unusual orbit and axial tilt, Efaja is pounded by snow and howling winds for all but a few hours of each fifty-six hour day.

Grill

DATA:

Orbital distance: 0.7 AU

Orbital period: 1.1 years

Radius: 4138 km

Atmospheric pressure: 89.22 atmospheres

Surface temperature: 101C

ANALYSIS:

First discovered by an Outcast with an unusual sense of humor, Grill was named for its extremely hot metallic surface and earmarked for future mining operations.

Volcano

DATA:

Active volcanic site

Profile: Scoria cone with current explosive eruption

Lava composition: Komatiite flow with unknown materials

ANALYSIS:

The lava flow from this volcano has annihilated an unmanned Outcast monitoring post, leaving equipment scattered and buried.

H-028

DATA:

Orbital distance: 0.2 AU

Orbital period: 0.2 years

Radius: 7918 km

Atmospheric pressure: 0.07 atmospheres

Surface temperature: 33C

ANALYSIS:

A near-constant bombardment of meteorites from the nearby asteroid belt pelts the surface of H-028. Its only real weather is the resulting dust clouds.

Govorkam

Bakker

DATA:

Orbital distance: 15.6 AU

Orbital period: 68.8 years

Radius: 74552 km

Atmospheric pressure: 1.78 atmospheres

ANALYSIS:

Disputes among exiles break out frequently over Bakker; the gas giant is useful for ships looking to replenish their helium-3 supplies, and thus a resource to be claimed.

Kadara

DATA:

Orbital distance: 0.9 AU

Orbital period: 1.0 years

Radius: 8859 km

Atmospheric pressure: 1.10 atmospheres

Surface temperature: 29C

ANALYSIS:

A mountainous world originally settled by the angara, Kadara is now a haven for Nexus exiles and pirates. In addition to this criminal element, the planet is plagued by toxic water caused by an atypical amount of sulfide minerals.

A mountainous world originally settled by the angara, Kadara is a haven for Nexus exiles and pirates. With its water now drinkable, Kadara is also home to an Initiative outpost, Ditaeon. (Founded by Pathfinder Ryder; Mayor Christmas Tate elected.)

Mine

DATA:

Orbital distance: 1.9 AU

Orbital period: 2.9 years

Radius: 10323 km

Atmospheric pressure: 2.82 atmospheres

Surface temperature: -28C

ANALYSIS:

Cobalt and boron are among the resources available on the aptly (if unimaginatively) named Mine. Workers struggle under heavy gravity and frigid temperatures to bring their prizes home.

Mountain

DATA:

Height: 9.4 km

Origin: Tectonic

ANALYSIS:

Dense and radioactive metals make portions of Mine difficult to scan. This mountain, thick with valuable materials, had gone undiscovered until our arrival.

Starship Wreckage

DATA:

Ship ident: Unknown

Ship name: Unknown

Crew complement: Unknown (estimate 5-8)

Status: N/A

ANALYSIS:

The paltry remains of a kett dropship. Whoever destroyed it thoroughly scavenged its parts, but perhaps there's something they missed.

Thy'vernos

DATA:

Orbital distance: 15.9 AU

Orbital period: 71.2 years

Radius: 11450 km

Atmospheric pressure: 0.00 atmospheres

Surface temperature: -210C

ANALYSIS:

A massive ball of rock and frozen methane, Thy'venos has little apparent material or scientific value. Would-be miners from Kadara keep scanning it, just in case.

Trobror

DATA:

Orbital distance: 0.3 AU

Orbital period: 0.2 years

Radius: 10851 km

Atmospheric pressure: 0.00 atmospheres

Surface temperature: 243C

ANALYSIS:

Loosely translated, "Trobror" is the krogan word for "cinder" or "ash heap." This massive desert world harbors no life, water, or minerals of any use.

ZK Resource Tracker

DATA:

Satellite ID: Encrypted

Power readings: ERROR

System report: ERROR

Status: ERROR

ANALYSIS:

This satellite tracks Initiative shipments and allocates emergency drops

without authorization. No ZK-Tracker satellites were authorized or deployed by the Nexus.

Hefena

Comet Talula

DATA:

Nucleus: 6.7 km true

Coma Cloud: 35,000 km

Current Tail: 765,000 km

ANALYSIS:

Highly reliable orbit, despite the Scourge and the black hole.

Dovar

DATA:

Orbital distance: 7.5 AU

Orbital period: 23.1 years

Radius: 8888 km

Atmospheric pressure: 0.57 atmospheres

Surface temperature: -159C

ANALYSIS:

Dovar's gravity is abnormally light for a world of its size. This is certainly an

effect of mass fields generated by the Scourge; Dovar should be further observed as it escapes Scourge tendrils.

Kamiiro No

DATA:

Orbital distance: 4.3 AU

Orbital period: 10.2 years

Radius: 5679 km

Atmospheric pressure: 114.11 atmospheres

Surface temperature: 330C

ANALYSIS:

Kamiiro No was named for the little brother of mythical angaran hero Jaali No. Before the Scourge, Kamiiro No existed in the shadow of a much larger gas giant.

Asteroid

DATA:

M-type asteroid

Diameter: 244 km

Surface gravity: 0.01 G

ANALYSIS:

Before the Scourge, the asteroids ringing Kamiiro No were a moon housing a small angaran colony. The moon and the colony are now long gone.

Pas-39

DATA:

Orbital distance: 0.3 AU

Orbital period: 0.2 years

Radius: 5955 km

Atmospheric pressure: 0.02 atmospheres

Surface temperature: 440C

ANALYSIS:

Pas-39 appears to be the dying remains of Jaali No, a massive gas giant named for a mythical angaran hero. It has been largely stripped of its atmosphere.

Inalaara

Comet Jim Dandy

DATA:

Nucleus: 6 km irregular

Coma Cloud: 55,000 km

Current Tail: 658,000 km

ANALYSIS:

An unusual combination of elements, but they hold together reasonably well. Potentially difficult for a novice to navigate.

Novolori

DATA:

Orbital distance: 3.1 AU

Orbital period: 5.6 years

Radius: 18095 km

Atmospheric pressure: 0.85 atmospheres

ANALYSIS:

Novolori's bright and sinister coloration earned it the name of a mythical angaran bogeyman. Multiple ships have disappeared in its vicinity, adding to

its mystique.

Pas-10

DATA:

Orbital distance: 0.9 AU

Orbital period: 0.9 years

Radius: 3637 km

Atmospheric pressure: 0.89 atmospheres

Surface temperature: 32C

ANALYSIS:

An inhospitable, unstable volcanic planet. There is evidence of a large-scale Remnant complex, mostly buried beneath the surface. The mysterious signal that Peebee discovered emanates from a section of this complex.

Pas-61

DATA:

Orbital distance: 6.2 AU

Orbital period: 15.3 years

Radius: 11940 km

Atmospheric pressure: 0.00 atmospheres

Surface temperature: -226C

ANALYSIS:

Beneath its surface of rock and nitrogen glaciers, Pas-61 may contain buried oceans of liquid or frozen water.

Pas-88

DATA:

Orbital distance: 2.9 AU

Orbital period: 5.1 years

Radius: 2426 km

Atmospheric pressure: 0.01 atmospheres

Surface temperature: -86C

ANALYSIS:

The dominant lifeform on Pas-88 appears to be a finger-length worm that thrives in the thin nitrogen and xenon atmosphere.n

River

DATA:

Source: Glacial meltwater

Composition: Liquid ammonia

Length: 143 km

ANALYSIS:

A kett scout vessel crashed into an ammonia glacier on Pas-88. Though the crew died, the ship's reactor continues to emit heat, melting the glacier and creating this great river.

Tobonoor

DATA:

Orbital distance: 8.9 AU

Orbital period: 26.6 years

Radius: 2841 km

Atmospheric pressure: 0.00 atmospheres

Surface temperature: -165C

ANALYSIS:

Evidence of a kett research outpost sits atop one of Tobonoor's glaciers. The outpost has been dismantled, however; anything the kett found is long since gone.

Satellite

DATA:

Satellite ID: Unknown

Power readings: 87.5%

System report: Communications functional and active

Status: Operational

ANALYSIS:

This kett satellite appears to be monitoring the remains of the research outpost. It is easily disabled.

Jirayder

Candavorni

DATA:

Orbital distance: 2.8 AU

Orbital period: 8.4 years

Radius: 70835 km

Atmospheric pressure: 1.79 atmospheres

ANALYSIS:

The Candavorni gas giant's single large satellite appears to be the barren planet Jaharuan, torn from its previous orbit by Scourge effects.

Storm

DATA:

Radius: 6398 km

Wind speed: 486 km/h

Rotation: Counterclockwise

ANALYSIS:

This massive storm is drawing enormous quantities of helium-3 to the upper regions of the gas giant. A valuable find, if it can be mined.

H-019

DATA:

Orbital distance: 2.2 AU

Orbital period: 5.9 years

Radius: 7637 km

Atmospheric pressure: 1.29 atmospheres

Surface temperature: 1C

ANALYSIS:

This cold, heavy-gravity world was once inhabited by a primitive but intelligent species. Based on preliminary scans of their villages, they may have gone extinct shortly after the Scourge appeared in their sky.

H-097

DATA:

Orbital distance: 0.6 AU

Orbital period: 0.9 years

Radius: 4301 km

Atmospheric pressure: 0.09 atmospheres

Surface temperature: -139C

ANALYSIS:

H-097's orbit around Jiradyder is gradually decaying. As it grows closer to its home star over the next million years, it may begin warming considerably.

Semrahet

DATA:

Orbital distance: 0.6 AU

Orbital period: 0.8 years

Radius: 8059 km

Atmospheric pressure: 0.41 atmospheres

Surface temperature: -97C

ANALYSIS:

The effects of the Scourge on Jiradyder's worlds are obvious on Semrahet. From the Milky Way, the now-barren planet appeared to be drowning in liquid water. Clearly, much has changed.

Starship Wreckage

DATA:

Ship identity: Unknown

Ship name: Unknown

Crew complement: Unknown

Status: N/A

ANALYSIS:

Fragments of a wrecked Remnant vessel drift deep within the Scourge. It is impossible to determine whether the ship was fully automated or designed for a crew.

Starship Wreckage

DATA:

Ship ident: Nexus 51-90

Ship name: "Daisy"

Crew complement: 8

Status: Lost

ANALYSIS:

The ship and its entire crew, transporting minerals, was expected at the Nexus, but never docked. It was presumed lost in the Scourge. Analysis suggests that the Daisy's navigational systems may have been compromised.

Joda

Comm Buoy

DATA:

Buoy ID: Dehena-1

Power readings: 98.2%

System report: Unit can broadcast another eight standard months

Status: Broadcasting data in Shelesh

ANALYSIS:

This comm buoy is set for extremely short-range transmission, likely as a security precaution. Only a vessel searching its precise navpoint can detect the message.

Ihaafor

DATA:

Orbital distance: 1.5 AU

Orbital period: 2.1 years

Radius: 45804 km

Atmospheric pressure: 0.88 atmospheres

ANALYSIS:

Ihaafor's nonstandard orbit appears to be a natural phenomenon unrelated to the Scourge; our analyses suggest the orbit has been stable for a minimum of several hundred million years.

Letapho

DATA:

Orbital distance: 16.4 AU

Orbital period: 66.5 years

Radius: 8060 km

Atmospheric pressure: 0.11 atmospheres

Surface temperature: -182C

ANALYSIS:

On the outer edge of the Joba system, the lifeless world of Letapho creeps a few inches closer to the great black hole every year. Far in the future, it will be consumed.

Ronhadin

DATA:

Orbital distance: 2.3 AU

Orbital period: 3.8 years

Radius: 6077 km

Atmospheric pressure: 4.02 atmospheres

Surface temperature: 7C

ANALYSIS:

Primitive ocean life thrives on this world, but ubiquitous maelstroms constantly batter the surface. If colonization is possible, it will be a long and difficult task.

Starship Wreckage

DATA:

Ship ident: Nexus 30-07

Ship name: "Charris"

Crew complement: 5-8

Status: Destroyed

ANALYSIS:

The Charris was a transport shuttle with a full cargo of supplies. According to the ship's final transmission, it lost its way after an unexplained interference resulted in navigational failure. Damage on parts of the ship's hull suggests that it came into contact with a hostile force shortly after losing contact with the Nexus.

Teroshe

DATA:

Orbital distance: 2.8 AU

Orbital period: 5.2 years

Radius: 3281 km

Atmospheric pressure: 23.52 atmospheres

Surface temperature: 88C

ANALYSIS:

Teroshe is an angaran term meaning roughly “cruel joke.” There may be valuable minerals in the mountains, but massive electrical storms and punishing atmospheric pressure keep them locked away.

Kindrax

H-073

DATA:

Orbital distance: 0.7 AU

Orbital period: 0.6 years

Radius: 6282 km

Atmospheric pressure: 44.86 atmospheres

Surface temperature: 523C

ANALYSIS:

Constant volcanic activity brings magma to the surface of H-073, where it gradually solidifies in the scorching heat.

H-202

DATA:

Orbital distance: 2.8 AU

Orbital period: 4.6 years

Radius: 9828 km

Atmospheric pressure: 0.00 atmospheres

Surface temperature: -82C

ANALYSIS:

Nicknamed “Gorgeous” by the science team, H-202 has a surface composed mainly of tin and boron. Traces of organic life are present in its rings; they may have been formed from a destroyed satellite.

Starship Wreckage

DATA:

Ship ident: Unknown

Ship name: Unknown

Crew complement: Unknown

Status: N/A

ANALYSIS:

This debris appears to be from an Initiative shuttle. Pieces of powerful scanning equipment drift among shards of hull.

Mendradym

DATA:

Orbital distance: 1.1 AU

Orbital period: 1.2 years

Radius: 7911 km

Atmospheric pressure: 0.14 atmospheres

Surface temperature: 44C

ANALYSIS:

The Scourge has torn away most of Medradym's atmosphere, leaving ravaging electrical storms above and wasted plains below. Mere traces of plant life remain on the surface.

Scourge Formation

DATA:

Spatial anomaly related to the Scourge

Dark energy discernable from gravitational and radiation effects

Composition: Ice, mineral debris, element zero, unknown materials

ANALYSIS:

An unusually active area of Scourge energy. A probe deposited within the center of the formation may be used to collect data.

Starship Wreckage

DATA:

Ship ident: Unknown

Ship name: Unknown

Crew complement: 0 (assumed)

Status: N/A

ANALYSIS:

This Remnant fighter appears to have been caught in a tendril of Scourge and utterly torn apart.

Tunharaset

DATA:

Orbital distance: 1.9 AU

Orbital period: 2.7 years

Radius: 4822 km

Atmospheric pressure: 0.03 atmospheres

Surface temperature: -39C

ANALYSIS:

Traces of Remnant and kett technology are present on the planet, obscured by the warping effects of nearby Scourge. There was something here; it has since been removed.

Layan

Everodaan

DATA:

Orbital distance: 2.4 AU

Orbital period: 4.3 years

Radius: 7858 km

Atmospheric pressure: 16.16 atmospheres

Surface temperature: 60C

ANALYSIS:

Images from an unmanned flyover of Everodaan brought its gemstone mountains to angaran attention centuries ago. The planet was an icon of alien beauty, now generally forgotten.

Pas-29

DATA:

Orbital distance: 1.3 AU

Orbital period: 1.6 years

Radius: 6050 km

Atmospheric pressure: 102.39 atmospheres

Surface temperature: 406C

ANALYSIS:

Pas-29's constant downpour of sulfuric acid rain evaporates before touching the planet surface, where streams of lava are spewed regularly by active volcanoes.

Pas-32

DATA:

Orbital distance: 5.8 AU

Orbital period: 15.7 years

Radius: 64742 km

Atmospheric pressure: 1.06 atmospheres

ANALYSIS:

Pas-32 is, according to our best calculations, positioned at a "safe distance" from the Scourge, such that observations made from Pas-32 are not wildly distorted by Scourge effects.

Satellite

DATA:

Satellite ID: Unknown

Power readings: 41.1%

System report: Sensors functional and active

Status: Operational

ANALYSIS:

This satellite appears to use Andromeda Initiative technology and is oriented to monitor the Scourge. How and why it was placed, however, is a mystery.

Pas-40a

DATA:

Orbital distance: 0.6 AU

Orbital period: 0.5 years

Radius: 1712 km

Atmospheric pressure: 0.12 atmospheres

Surface temperature: 69C

ANALYSIS:

Pas-40's moon likely came into being through a massive asteroid impact millennia ago, creating both the planet's rings and Pas-40a.

Crater

DATA:

Hypervelocity impact crater

Rim diameter: 357 km

Depth: Approx. 2.3 km

Ejecta: Mineral deposits

ANALYSIS:

Buried at the center of this crater is an ancient metal object that appears to be

some sort of torpedo. It seems Pas-40a was caught in the crossfire of a space battle centuries or millennia ago.

Starship Wreckage

DATA:

Ship ident: Tarb-04

Ship name: Unknown

Crew complement: 1

Status: N/A

ANALYSIS:

The resident of this escape pod has been deceased for some time, but her records reveal that she was one of the Nexus exiles. Her passion for the Andromeda Initiative's scientific goals never faded; she died here, on one final exploratory mission.

Meos

Comet Revolver

DATA:

Nucleus: 5 km

Coma Cloud: 29,300 km

Current Tail: 329,000 km

ANALYSIS:

Angaran records confirm this comet collided with observational equipment at several points, causing it to spin off course. It follows a doomed orbit.

H-088

DATA:

Orbital distance: 53.8 AU

Orbital period: 93.2 years

Radius: 8280 km

Atmospheric pressure: 1.44 atmospheres

Surface temperature: 496C

ANALYSIS:

Endless flat deserts cover H-088's surface under a sky suffused with lightning. A single great gouge, like an abandoned quarry, suggests a mining effort by ancient visitors.

Huiton

DATA:

Orbital distance: 738.3 AU

Orbital period: 4765.7 years

Radius: 47469 km

Atmospheric pressure: 0.52 atmospheres

ANALYSIS:

Huiton's hydrogen and nitrogen atmosphere is notable for its unique weather patterns—storms begin and end here with almost mechanized consistency.

Storm

DATA:

Radius: 8847 km

Wind speed: 486 km/h

Rotation: Clockwise

ANALYSIS:

This storm does not fit Huiton's usual patterns; it appears to be the result of a comet impact that occurred within the past decade.

Ossqyu

DATA:

Orbital distance: 705.3 AU

Orbital period: 4439.6 years

Radius: 3783 km

Atmospheric pressure: 0.06 atmospheres

Surface temperature: -101C

ANALYSIS:

Gold and silver abound in the thin rings surrounding this icy world, likely caused by numerous meteor impacts over hundreds of millennia.

Satellite

DATA:

Satellite ID: Unknown (corrupted)

Power readings: 13.5%

System report: Severe damage to all systems

Status: Inactive

ANALYSIS:

This Andromeda Initiative satellite appears to be programmed to study Siktin, but many of its key components have been stripped away.

Siktin

DATA:

Orbital distance: 602.1 AU

Orbital period: 3501.4 years

Radius: 31783 km

Atmospheric pressure: 1.68 atmospheres

ANALYSIS:

Despite its size, this gas giant was not visible from the Milky Way galaxy during early surveys. Whether it was somehow missed or affected by the Scourge is unclear.

Vael

DATA:

Orbital distance: 475.6 AU

Orbital period: 2458.0 years

Radius: 10690 km

Atmospheric pressure: 1.96 atmospheres

Surface temperature: 477C

ANALYSIS:

Vael's silica and aluminum surface is spotted with anomalous materials that defy our scans. Reaching those materials through the scorching, irradiated atmosphere will be the challenge of a generation.

Nalesh

Gesaimo

DATA:

Orbital distance: 3.5 AU

Orbital period: 5.0 years

Radius: 9193 km

Atmospheric pressure: 0.05 atmospheres

Surface temperature: 26C

ANALYSIS:

Gold and aluminum dominate Gesaimo's surface. Much of the equipment used by the angara to mine the planet remains intact, albeit damaged and nonfunctional.

Rahere

DATA:

Orbital distance: 3.3 AU

Orbital period: 4.6 years

Radius: 9156 km

Atmospheric pressure: 2.25 atmospheres

Surface temperature: 743C

ANALYSIS:

Meteors impact Rahere regularly, bringing the riches of the asteroid belt to the planet surface.

Suiorna

DATA:

Orbital distance: 8.3 AU

Orbital period: 18.4 years

Radius: 66369 km

Atmospheric pressure: 1.38 atmospheres

ANALYSIS:

Suiorna's gravity frequently captures passing asteroids. Most plunge into its gaseous atmosphere, but a few remain permanently in orbit.

Starship Wreckage

DATA:

Ship ident: Nexus 45-12

Ship name: "Nightingale"

Crew complement: 12

Status: Destroyed

Survivors: 10

ANALYSIS:

An emergency medical ship staffed with medical technicians, the Nightingale was dispatched to a far-flung mining station, but was lost along the way. Survivors who reached escape pods believe it was a kett attack, but there is no corroborating evidence to be found in the wreckage.

Starship Wreckage

DATA:

Ship ident: Unknown

Ship name: Unknown

Crew complement: Unknown

Status: N/A

ANALYSIS:

This kett mining vessel appears to have been torn apart from the inside—likely a mechanical failure. The destruction seems to be recent.

Tijorana

DATA:

Orbital distance: 2.4 AU

Orbital period: 2.8 years

Radius: 1622 km

Atmospheric pressure: 54.88 atmospheres

Surface temperature: 818C

ANALYSIS:

An angaran poet described Tijorana as the “gemstone eye of Nalesh.” Its limestone surface glimmers with copper deposits, though few explorers have ever made planetfall.

ZK Tracker Signal Shuttle

DATA:

Initiative personnel transport

Ship ident: Encrypted

Status: ERROR

ANALYSIS:

This vessel is not listed in any Nexus manifest, despite clearly being an Initiative vessel. All systems are encrypted in the same manner as Dr. Kennedy’s ZK-Tracker satellites.

Nol

Asteroid

DATA:

M-type asteroid

Diameter: 267 km

Surface gravity: 0.01 G

ANALYSIS:

This asteroid is honeycombed with artificial caverns. A few fragments of Remnant technology remain, though it appears another party—perhaps the kett—removed the rest.

Ditivios

DATA:

Orbital distance: 2.5 AU

Orbital period: 4.0 years

Radius: 7369 km

Atmospheric pressure: 0.18 atmospheres

Surface temperature: -58C

ANALYSIS:

Ditivios is largely covered in oceans of nitrogen churned by powerful winds. The storms make detailed surface scans difficult.

Storm

DATA:

Radius: 137 km

Wind speed: 157 km/h

Rotation: Clockwise

ANALYSIS:

This massive hurricane is carrying a sort of nitrogen-adapted plankton over the ocean. Ditivios appears to be home to simple lifeforms.

Pas-55

DATA:

Orbital distance: 11.0 AU

Orbital period: 36.6 years

Radius: 43338 km

Atmospheric pressure: 0.52 atmospheres

ANALYSIS:

Hydrogen and methane comprise the bulk of Pas-55's atmosphere. Innumerable tiny satellites drift low in the gas giant's orbit, too dispersed to form a proper "ring."

Starship Wreckage

DATA:

Ship ident: Yeonii-011

Ship name: Unknown

Crew complement: 1

Status: N/A

ANALYSIS:

This empty angaran escape pod appears to have been drifting over Pas-55 for nearly a decade. Markings suggest it came from a exploratory vessel; its data is now yours to carry forward.

Voeld

DATA:

Orbital distance: 14.8 AU

Orbital period: 57.1 years

Radius: 8740 km

Atmospheric pressure: 1.42 atmospheres

Surface temperature: -40C

ANALYSIS:

Voeld is a world going through an ice age. Once packed with dozens of major urban centers, most of Voeld's angaran population now lives in scattered settlements. The remains of vast ancient cities are still entombed in ice.

ALERT: Voeld is a stronghold of the kett. Caution advised.

Voeld is a world going through an ice age. The now-active Remnant vault is raising global temperatures to more habitable levels, allowing the creation of the angaran-Initiative outpost Taerve Uni. (Founded by Pathfinder Ryder; Mayor Priya Blake elected.)

ALERT: A kett presence is still reported on Voeld. Caution advised.

ALERT: A kett presence is still reported on Voeld. Caution advised.

ZK Resource Tracker

DATA:

Satellite ID: Encrypted

Power readings: ERROR

System report: ERROR

Status: ERROR

ANALYSIS:

This satellite tracks Initiative shipments and allocates emergency drops without authorization. No ZK-Tracker satellites were authorized or deployed by the Nexus.

Onaon

Angaran Satellite Navpoint

DATA:

Satellite ID: N/A

Power readings: N/A

System report: N/A

Status: N/A

ANALYSIS:

This is the navpoint provided by Maariko Darej, but there is neither evidence of a satellite nor debris from one.

Asteroid

DATA:

G-type asteroid

Diameter: 232 km

Surface gravity: 0.014 G

ANALYSIS:

This asteroid contains large quantities of frozen water: unusual for this particular asteroid belt and a possible host for microbial life.

Aya

DATA:

Orbital distance: 1.1 AU

Orbital period: 1.3 years

Radius: 3289 km

Atmospheric pressure: 1.40 atmospheres

Surface temperature: 28C

ANALYSIS:

Aya is a small and lush tropical world. Its unique position, hidden by both the Scourge and Heleus's black hole, has allowed it to go undetected by the kett.

ALERT: Aya is a sovereign world of the angara. All Initiative personnel must conform to early contact protocols.

Fetvun

DATA:

Orbital distance: 20.5 AU

Orbital period: 103.8 years

Radius: 55380 km

Atmospheric pressure: 0.67 atmospheres

ANALYSIS:

Every century, Fetvun's orbital path takes it dangerously near a stretch of Scourge. It appears to be bleeding atmosphere as a consequence.

Mae Raav

DATA:

Orbital distance: 0.5 AU

Orbital period: 0.3 years

Radius: 9357 km

Atmospheric pressure: 0.64 atmospheres

Surface temperature: 135C

ANALYSIS:

The angara have established a research station on the boiling, toxic surface of Mae Raav, but it appears unmanned and in danger of destruction. Perhaps the angara lacked the resources to maintain it.

Obayro

DATA:

Orbital distance: 17.7 AU

Orbital period: 83.2 years

Radius: 5771 km

Atmospheric pressure: 41.20 atmospheres

Surface temperature: 77C

ANALYSIS:

Obayro's surface is primarily composed of iron, but mountains rich with less common metals dot the landscape. Scans indicate that the angara have often

sent mining expeditions here.

Sansesyol

DATA:

Orbital distance: 0.9 AU

Orbital period: 0.9 years

Radius: 6584 km

Atmospheric pressure: 0.28 atmospheres

Surface temperature: 11C

ANALYSIS:

Despite its comfortable temperature and gravity, Sansesyol's composition is highly toxic and inimical to most lifeforms. It would be difficult at best to colonize.

Satellite

DATA:

Satellite ID: Unknown

Power readings: 4.2%

System report: Functional but dormant

Status: Active

ANALYSIS:

A kett satellite is well-concealed low in Sansesyol's orbit, doubtless designed to observe angaran activities in the system. Disabling it permanently is a

simple task.

Pfeiffer

Asteroid

DATA:

C-type asteroid

Diameter: 492 km

Surface gravity: 0.025 G

ANALYSIS:

The unusual mineral composition of this asteroid suggests it may have origins outside the Pfeiffer system and became caught in the sun's gravity.

Black Hole

DATA:

Class: Kerr black hole, "H-012 Ketos"

ANALYSIS:

Even at this distance, the black hole presents a risk to onboard ship systems. The accretion disk around it is composed of the remains of at least one solar system, destroyed by the black hole's formation and gravitational pull.

Caution is advised.

Escape Pod

DATA:

Identification: AI-055 Escape Pod

Assigned to: Ark Leusinia

Status: Damaged

Life support: Non-operational

ANALYSIS:

This escape pod from the asari ark appears to have drifted off-course and suffered micro-meteorite damage. Unfortunately, its logs are beyond recovery.

H-461

DATA:

Orbital distance: 40.1 AU

Orbital period: 254.4 years

Radius: 5103 km

Atmospheric pressure: 0.00 atmospheres

Surface temperature: -215C

ANALYSIS:

This outlying world is comprised of iron and frozen nitrogen. One oddity stands out: certain geological features suggest the nitrogen seas were once liquid.

H-479

DATA:

Orbital distance: 9.7 AU

Orbital period: 30.4 years

Radius: 6843 km

Atmospheric pressure: 3.21 atmospheres

Surface temperature: 117C

ANALYSIS:

Extreme radioactivity and high-velocity winds make H-479 a poor candidate for mining, despite its rich metal deposits. A potential candidate for future endeavors.

H-480

DATA:

Orbital distance: 1.7 AU

Orbital period: 1.7 years

Radius: 8238 km

Atmospheric pressure: 0.72 atmospheres

Surface temperature: 152C

ANALYSIS:

Thick dust clouds, dangerous electrical storms, and heavy gravity render H-480 inhospitable even for well-equipped krogan explorers.

Korvath

DATA:

Orbital distance: 2.3 AU

Orbital period: 3.5 years

Radius: 11963 km

Atmospheric pressure: 0.05 atmospheres

Surface temperature: -58C

ANALYSIS:

Thanks to Korvath's thin atmosphere, its brutally cold deserts can reach extremely high temperatures in direct sunlight. Limit exploration to twilight hours only.

Reyer

DATA:

Orbital distance: 4.0 AU

Orbital period: 6.1 years

Radius: 8971 km

Atmospheric pressure: 0.87 atmospheres

Surface temperature: 82C

ANALYSIS:

Though the planet is highly toxic to most known lifeforms, Reyner's helium-rich atmosphere appears to host enormous colonies of fungal spores.

Pytheas

Asteroid

DATA:

M-type asteroid

Diameter: 420 km

Surface gravity: 0.034 G

ANALYSIS:

An iron-nickel rich asteroid. Its dust indicates the same Scourge contamination that affects Eos.

Eos

DATA:

Orbital distance: 1.3 AU

Orbital period: 1.6 years

Radius: 2952 km

Atmospheric pressure: 1.98 atmospheres

Surface temperature: 19 C

ANALYSIS:

A desert world with significant resources, Eos is home to the first successful Andromeda Initiative outpost, Prodomos. (Founded by Pathfinder Ryder, Mayor August Bradley assigned.)

H-060

DATA:

Orbital distance: 0.6 AU

Orbital period: 1.1 years

Radius: 7968 km

Atmospheric pressure: 23.65 atmospheres

Surface temperature: 198 C

ANALYSIS:

H-060 and its satellites attract debris from Pytheas' asteroid belt, resulting in multiple dust rings. Numerous meteorite impacts have left H-060 rich in nickel, but these same impacts make mining difficult.

H-276

DATA:

Orbital distance: 27.8 AU

Orbital period: 164.6 years

Radius: 7185 km

Atmospheric pressure: 11.13 atmospheres

Surface temperature: -77 C

ANALYSIS:

Remote and cold, H-276 is nevertheless of interest due to phosgene gas in its thick chlorine atmosphere. This could indicate primitive chlorine-based life. However, no detailed study has been completed.

Satellite

DATA:

Satellite ID: Nexus 0900-G

Power readings: 84%

System report: Databanks prepped for download

Status: Operational

ANALYSIS:

A scientific monitoring satellite launched by early explorers to Eos. Its mission was abandoned when the original settlement of Eos failed, but it has gathered valuable data from H-276.

Khonsu

DATA:

Orbital distance: 31.4 AU

Orbital period: 197 years

Radius: 7495 km

Atmospheric pressure: 3.57 atmospheres

Surface temperature: -178 C

ANALYSIS:

Khonsu's oddly mild climate—given its orbital distance—and rich resources made it a candidate for a mining outpost. However, its unexpectedly rugged terrain has tabled discussions indefinitely.

Nanuk

DATA:

Orbital distance: 27.9 AU

Orbital period: 164.9 years

Radius: 25194 km

Atmospheric pressure: 1.54 atmospheres

ANALYSIS:

Nanuk is a hydrogen-methane gas giant. Debris in its orbit suggests it has seen kett visitors.

Pele

DATA:

Orbital distance: 12.1 AU

Orbital period: 47.2 years

Radius: 7091 km

Atmospheric pressure: 7.01 atmospheres

Surface temperature: 781C

ANALYSIS:

Tidal heating and bombardment from Pytheas' asteroid belt has aggravated Pele's volcanic activity. Methane in its upper atmosphere contributes to the planet's scorching conditions.

ZK Resource Tracker

DATA:

Satellite ID: Encrypted

Power readings: ERROR

System report: ERROR

Status: ERROR

ANALYSIS:

This satellite tracks Initiative shipments and allocates emergency drops without authorization. No ZK-Tracker satellites were authorized or deployed by the Nexus.

Kett Orbital Cache

DATA:

Multiple drop pods

Kett foodstuffs (theoretical)

Mixed resources

Tech components

ANALYSIS:

Significant resource value; floating on the vector that Darket Tiervian

predicted.

Kett Orbital Cache

DATA:

Multiple drop pods

Kett foodstuffs (theoretical)

Mixed resources

Mixed arms, armor

ANALYSIS:

Significant resource value, as predicted by tech Darket Tiervian.

Ratul

Govok's Folly

DATA:

Orbital distance: 278.5 AU

Orbital period: 1100.9 years

Radius: 10782 km

Atmospheric pressure: 0.1 atmospheres

Surface temperature: -2C

ANALYSIS:

The Scourge and some unusual orbital mechanics leave Govok's Folly ice bound at night and boiling during the day. The outcast Govok attempted to take advantage of this, to little avail.

Vessel

DATA:

Ship ident: Unknown

Ship name: Unknown

Crew complement: Unknown (estimate 5-8)

Status: N/A

ANALYSIS:

This kett dropship appears to have been departing Govok's Folly when it was hit by weapons fire. Perhaps Govok is still alive and active after all.

H-494

DATA:

Orbital distance: 101.3 AU

Orbital period: 241.3 years

Radius: 54173 km

Atmospheric pressure: 1.74 atmospheres

ANALYSIS:

Milky Way surveys suggested two gas giants were present in Ratul. Could the Scourge have collapsed them into a single world in less than six centuries? Or is something else at work?

Hybaro

DATA:

Orbital distance: 78.0 AU

Orbital period: 162.9 years

Radius: 6416 km

Atmospheric pressure: 0.11 atmospheres

Surface temperature: 810C

ANALYSIS:

Hybaro has adapted bizarrely to the Scourge. For about a third of its orbital period, the Scourge's effects permit plant life to flourish; at all other times, Hybaro boils in the Ratul sun.

Insaaron

DATA:

Orbital distance: 34.8 AU

Orbital period: 48.5 years

Radius: 10403 km

Atmospheric pressure: 0.02 atmospheres

Surface temperature: 955C

ANALYSIS:

Insaaron's nitrogen and carbon monoxide atmosphere is gradually being stripped away by Ratul's sun, leaving the barren surface utterly unprotected from the sun's radiation.

Kizrata

DATA:

Orbital distance: 56.0 AU

Orbital period: 99.2 years

Radius: 6126 km

Atmospheric pressure: 0.08 atmospheres

Surface temperature: 730C

ANALYSIS:

The Scourge has caused massive electromagnetic disturbances in Kizrata's atmosphere. Avoiding any closer proximity to the planet is strongly advised.

Remnav

Ameayii

DATA:

Orbital distance: 10.1 AU

Orbital period: 18.4 years

Radius: 1468 km

Atmospheric pressure: 0.00 atmospheres

Surface temperature: 225C

ANALYSIS:

This barren moon is more scientifically interesting than its planet Ameayono, owing to traces of element zero detectable from orbit.

Crater

DATA:

Hypervelocity impact crater

Rim diameter: 242 km

Depth: Approx. 1.8 km

Ejecta: Mineral deposits, element zero

ANALYSIS:

This ancient impact crater contains traces of radioactive material, element zero, and metals not found naturally on the planet.

Ark Natanus

DATA:

Ark name: Natanus

Stasis Pod Count: 20,000, currently detecting 15,372

Status: Inactive

ANALYSIS:

Tempest sensors show severe damage to all sections of the turian ark from exposure to the Scourge. Due to hull instability, moving the Natanus would be ill-advised, but it should be safe for a recovery team to extract the remaining stasis pods.

H-047c

DATA:

Orbital distance: 116.7 AU

Orbital period: 719.1 years

Radius: 668 km

Atmospheric pressure: 0.02 atmospheres

Surface temperature: -115C

ANALYSIS:

Shattered by the Scourge, this formerly viable planet is now a debris field.

Due to a lack of atmosphere, few lifeforms are present.

ALERT: Excessive solar and cosmic radiation detected. Confinement to the Nomad advised.

Nuundri

DATA:

Orbital distance: 9.1 AU

Orbital period: 15.7 years

Radius: 5453 km

Atmospheric pressure: 0.94 atmospheres

Surface temperature: 293C

ANALYSIS:

Nuundri's cracked surface contains large deposits of magnesium and cobalt. Constant volcanic activity fuels streams of lava that glimmer from orbit.

Volcano

DATA:

Active volcanic site

Profile: Stratovolcano with current explosive eruption

Lava composition: Andesite flow with unknown materials

ANALYSIS:

Nuundri is no stranger to eruptions, but this particularly massive explosion may offer special insight into the planet's geology.

Phaidra

DATA:

Orbital distance: 129.3 AU

Orbital period: 839.0 years

Radius: 11644 km

Atmospheric pressure: 3.26 atmospheres

Surface temperature: 235C

ANALYSIS:

The ruins of several angaran exploratory missions dot Phaidra's surface, crushed by the planet's powerful gravity and half-buried by its winds.

Rohvir

H-080

DATA:

Orbital distance: 0.5 AU

Orbital period: 0.6 years

Radius: 6918 km

Atmospheric pressure: 32.53 atmospheres

Surface temperature: 45C

ANALYSIS:

Massive sand storms thrash H-080's surface day in and day out, wearing once-mighty mountain ranges down to smooth nubs over millennia.

H-162

DATA:

Orbital distance: 1.1 AU

Orbital period: 2.1 years

Radius: 4429 km

Atmospheric pressure: 59.53 atmospheres

Surface temperature: 20C

ANALYSIS:

Much of H-162's unusual coloration comes from what appears to be a sort of algae. The organism pervades the dense, moist atmosphere, floating on the wind.

H-169

DATA:

Orbital distance: 1.7 AU

Orbital period: 4.1 years

Radius: 11141 km

Atmospheric pressure: 64.73 atmospheres

Surface temperature: 4C

ANALYSIS:

On a cursory visual inspection, this massive planet appears almost Earthlike, but its incredibly heavy gravity and crushing atmosphere make colonization a long shot.

Momairus

DATA:

Orbital distance: 2.3 AU

Orbital period: 6.3 years

Radius: 10835 km

Atmospheric pressure: 0.10 atmospheres

Surface temperature: -189C

ANALYSIS:

Momairus appears to have been stripped of a breathable atmosphere by Scourge phenomena over the past century. What remains is a barren sphere of boron and carbon.

Scourge Formation

DATA:

Spatial anomaly related to the Scourge

Dark energy discernable from gravitational and radiation effects

Composition: Ice, mineral debris, element zero, unknown materials

ANALYSIS:

Gravitational abnormalities detected. A probe deposited within the center of the formation may be used to collect data.

Starship Wreckage

DATA:

Ship ident: Unknown

Ship name: Unknown

Crew complement: 0 (assumed)

Status: N/A

ANALYSIS:

A Remnant fighter, seemingly “impaled” on a tendril of Scourge. Astonishingly, certain self-repair mechanisms appear to be intact, though the vessel will never be whole again.

Werius

DATA:

Orbital distance: 4.4 AU

Orbital period: 16.9 years

Radius: 9769 km

Atmospheric pressure: 1.86 atmospheres

Surface temperature: -34C

ANALYSIS:

Weri

us is inhabited by simple herds of methane breathers struggling to find shelter against the cold. It may be Scourge effects that have pushed these creatures to near extinction.

Saajor

Comet Jarovbees

DATA:

Nucleus: 7.2 km irregular

Coma Cloud: 49,000 km

Current Tail: 839,000 km

ANALYSIS:

Logged by its angaran name, this comet has a highly irregular orbit that brings it back into systems at unexpected intervals. Highly irradiated.

Meridian

DATA:

Orbital distance: Irregular

Orbital period: Irregular

Radius: 1800 km

Atmospheric pressure: 1.03 atmospheres

Surface temperature: N/A

ANALYSIS:

A hollow sphere protecting a controlled and malleable environment, Meridian is a technological marvel. Hub for the vault network, and home to the growing center of human settlement in Heleus.

Pas-09

DATA:

Orbital distance: 238.2 AU

Orbital period: 870.7 years

Radius: 8248 km

Atmospheric pressure: 0.33 atmospheres

Surface temperature: 825C

ANALYSIS:

Pas-09's orbital path is poised to take it on a centuries-long journey deep into the Scourge. Observing the results should provide invaluable scientific insight.

Crevasse

DATA:

Length: 401 km

Average width: 14 km

Maximum height: 9 km

ANALYSIS:

A small number of Remnant bots patrol the base of this vast canyon. Our sensors cannot locate anything else of value, however; whatever the bots are

guarding may be long gone.

Pas-76

DATA:

Orbital distance: 31.4 AU

Orbital period: 41.6 years

Radius: 9197 km

Atmospheric pressure: 0.22 atmospheres

Surface temperature: 959C

ANALYSIS:

The nickel and cobalt surface of Pas-76 is hot enough to melt many other metals. A few deposits turn molten and resolidify with the change in seasons.

Pas-77

DATA:

Orbital distance: 38.2 AU

Orbital period: 41.6 years

Radius: 6727 km

Atmospheric pressure: 0.34 atmospheres

Surface temperature: 425C

ANALYSIS:

Abnormally cool for a planet so close (in relative terms) to a B-type star, Pas-

77 is a mountainous desert world with a nitrogen-heavy atmosphere.

Mountain

DATA:

Height: 15.4 km

Origin: Unknown

ANALYSIS:

This mountain—the tallest on Pas-77—is distinct in size and shape from its neighbors. Scans detect minute traces of element zero embedded in the rock.

Roha

DATA:

Orbital distance: 198.2 AU

Orbital period: 660.8 years

Radius: 11471 km

Atmospheric pressure: 0.16 atmospheres

Surface temperature: -17C

ANALYSIS:

Vast clouds of dust in Roha's atmosphere have left its frigid surface in a state of eternal midnight. This is extremely likely to be related to Roha's proximity to the Scourge.

Sabeng

Angaran Satellite Navpoint

DATA:

Satellite ID: N/A

Power readings: N/A

System report: N/A

Status: N/A

ANALYSIS:

This navpoint does not contain an angaran satellite, but there are trace radioactive particles consistent with those produced by a small starship's engine thrusters.

Element Zero

DATA:

Element Zero

ANALYSIS:

This deposit of element zero appears to have originated with the destruction of a large starship, though this is difficult to confirm.

Gestiir

DATA:

Orbital distance: 0.1 AU

Orbital period: 0.1 years

Radius: 4102 km

Atmospheric pressure: 1.76 atmospheres

Surface temperature: 255C

ANALYSIS:

Named by the angara for a word meaning (roughly) “tranquil stone plane,” Gestiir was reduced to a world of lava and electrical storms by the power of the Scourge.

Pas-13

DATA:

Orbital distance: 3.4 AU

Orbital period: 11.5 years

Radius: 5101 km

Atmospheric pressure: 42.87 atmospheres

Surface temperature: -30C

ANALYSIS:

Wild plant growth flourishes on Pas-13 beneath thick surface ice. Only its crushing atmosphere makes Pas-13 inappropriate for mining frozen water.

Pas-15

DATA:

Orbital distance: 15.7 AU

Orbital period: 114.1 years

Radius: 5751 km

Atmospheric pressure: 32.05 atmospheres

Surface temperature: -270C

ANALYSIS:

Seas of liquid helium cover this strange world, reliably boiling whenever the temperature rises.

Ice Sheet

DATA:

Surface area: 30 million km

Composition: 84% helium

Status: Stable

ANALYSIS:

Helium freezes only at incredibly low temperatures and under severe pressure. In certain rare and intriguing circumstances, Pas-15 provides both.

Pas-33

DATA:

Orbital distance: 0.8 AU

Orbital period: 1.2 years

Radius: 25062 km

Atmospheric pressure: 1.87 atmospheres

ANALYSIS:

This unusually small and unusually tranquil gas giant was unknown until recently. Whether it simply went undiscovered or was wildly changed by the Scourge is unclear.

Satellite

DATA:

Satellite ID: Nexus 0924-F

Power readings: 55.3%

System report: Databanks prepped for download

Status: Operational

ANALYSIS:

One of many satellites distributed by scouts from the Nexus, this unmanned station has been diligently studying the unusual features of Pas-33.

Sephesa

Chophise

DATA:

Orbital distance: 4.3 AU

Orbital period: 16.3 years

Radius: 8694 km

Atmospheric pressure: 34.71 atmospheres

Surface temperature: -82C

ANALYSIS:

Chophise's dense atmosphere efficiently traps Sephesa's heat; its surface temperature, though frigid by human standards, is warm compared to most of the system's planets.

H-119

DATA:

Orbital distance: 1.1 AU

Orbital period: 2.2 years

Radius: 9178 km

Atmospheric pressure: 15.19 atmospheres

Surface temperature: -97C

ANALYSIS:

The size and dense metallic composition of H-119 give it a surface gravity over four times that of Earth. Despite the dangers, mining efforts may be worthwhile.

Liam's Scavenger Debris Field

DATA:

Objects: Multiple

Species Origin: Multiple

Orbits: Irregular, unstable

ANALYSIS:

Multiple irregular trajectories suggest the field is a product of repeated jettisoning of waste, not a single explosive event. Signal clutter and background planetary radiation is preventing accurate scans. It's possible one or more ships could remain undetected in this quagmire.

Nadinoor

DATA:

Orbital distance: 0.2 AU

Orbital period: 0.2 years

Radius: 1437 km

Atmospheric pressure: 25.79 atmospheres

Surface temperature: 148C

ANALYSIS:

Nadinoor's surface temperature varies wildly depending on local volcanic activity. Away from the lava streams, the rocky landscape can be frigid.

Tenesta

DATA:

Orbital distance: 14.4 AU

Orbital period: 100.4 years

Radius: 6547 km

Atmospheric pressure: 0.00 atmospheres

Surface temperature: -240C

ANALYSIS:

The endless calcium deserts of Tenesta are spotted with deposits of boron. Traces of kett landing parties are present, but all are decades old.

Shojaon

Fen Odam

DATA:

Orbital distance: 12.3 AU

Orbital period: 24.6 years

Radius: 9288 km

Atmospheric pressure: 0.89 atmospheres

Surface temperature: 237C

ANALYSIS:

Massive uranium deposits are commonplace on Fen Odam. It is one of the few planets the angara have charted in this system, though they have yet to begin mining.

Mocalaam

DATA:

Orbital distance: 41.0 AU

Orbital period: 149.6 years

Radius: 16275 km

Atmospheric pressure: 1.48 atmospheres

ANALYSIS:

A tiny gas planet at the edge of the Shojaon system, Mocalaam is a perfect location for exploring ships to restock helium-3 and discharge the static buildup in their drives.

Pas-21

DATA:

Orbital distance: 7.7 AU

Orbital period: 12.1 years

Radius: 4244 km

Atmospheric pressure: 0.00 atmospheres

Surface temperature: 158C

ANALYSIS:

With its light gravity, silvery coloration, and scorching daytime temperatures, Pas-21 bears a passing resemblance to Earth's moon. The debate over what to name it will be fierce.

Pas-24

DATA:

Orbital distance: 11.3 AU

Orbital period: 21.6 years

Radius: 3176 km

Atmospheric pressure: 0.05 atmospheres

Surface temperature: 88C

ANALYSIS:

Pas-24's hot surface is composed primarily of magnesia with notable sodium deposits. Geographic features suggest the planet once possessed oceans. How this is possible is unknown.

Crevasse

DATA:

Length: 555 km

Average width: 47 km

Maximum height: 3 km

ANALYSIS:

This extraordinary canyon runs long and deep. Hundreds of small caves lead underground. Although this crevasse may be natural, it is currently inexplicable.

Pas-48

DATA:

Orbital distance: 25.6 AU

Orbital period: 73.8 years

Radius: 8070 km

Atmospheric pressure: 0.27 atmospheres

Surface temperature: 51C

ANALYSIS:

Spectacular auroral effects flash through Pas-48's magnetosphere over a temperate, mineral-rich surface. Only the lack of liquid water makes it inappropriate for colonization.

Skeldah

Bleeding Ruby

DATA:

Orbital distance: 0.1 AU

Orbital period: 0.1 years

Radius: 9912 km

Atmospheric pressure: 101.38 atmospheres

Surface temperature: 361C

ANALYSIS:

Named by an exile with a penchant for poetry, Bleeding Ruby's rings and tectonic instability are the result of a single asteroid impact that occurred less than a century ago.

H-061

DATA:

Orbital distance: 3.5 AU

Orbital period: 89.3 years (estimated; see analysis)

Radius: 6669 km

Atmospheric pressure: 0.02 atmospheres

Surface temperature: -207C

ANALYSIS:

H-061's orbital velocity slows as the planet passes near tendrils of Scourge, radically extending its total orbital period in ways difficult to calculate.

H-329

DATA:

Orbital distance: 4.4 AU

Orbital period: 16.9 years

Radius: 4984 km

Atmospheric pressure: 0.22 atmospheres

Surface temperature: -241C

ANALYSIS:

The Scourge has stripped away much of H-329's atmosphere, leaving it unable to retain heat. Its liquid nitrogen oceans are now entirely frozen.

Kotkoborra

DATA:

Orbital distance: 0.3 AU

Orbital period: 0.3 years

Radius: 6634 km

Atmospheric pressure: 53.07 atmospheres

Surface temperature: 126C

ANALYSIS:

Unlike the nearby world of Bleeding Ruby, Kotkoborra appears to have been in a state of ongoing volcanism for millennia. Gasses released by this activity pervade the atmosphere.

Norgraqua

DATA:

Orbital distance: 0.9 AU

Orbital period: 1.6 years

Radius: 4797 km

Atmospheric pressure: 1.68 atmospheres

Surface temperature: -117C

ANALYSIS:

A windy, frigid desert, Norgraqua is named for a mythical asari penal colony. Even with protective gear, it is unlikely anyone could survive here for long.

Scourge Formation

DATA:

Spatial anomaly related to the Scourge

Dark energy discernable from gravitational and radiation effects

Composition: Ice, mineral debris, element zero, unknown materials

ANALYSIS:

An unusual cluster of micro-distortions in space-time have created this formation in the Scourge. A probe launched into the center may discover more data.

Solminae

Avelosa

DATA:

Orbital distance: 0.9 AU

Orbital period: 1.6 years

Radius: 1442 km

Atmospheric pressure: 0.47 atmospheres

Surface temperature: -131C

ANALYSIS:

Given its size and position, Avelosa might once have been a moon of H-323 —though how it was displaced is unclear. Unusual radiation emissions make Avelosa difficult to scan.

Satellite

DATA:

Satellite ID: Nexus 0105-L

Power readings: 91.2%

System report: Communications functional and active

Status: Operational

ANALYSIS:

This appears to be a Nexus satellite stolen and reprogrammed by the Collective. It is actively monitoring the planet Suuricco.

H-148

DATA:

Orbital distance: 3.9 AU

Orbital period: 13.9 years

Radius: 4698 km

Atmospheric pressure: 0.00 atmospheres

Surface temperature: -211C

ANALYSIS:

Great mountain ranges of frozen carbon dioxide cover the gloomy surface of H-148, trapping deposits of gold and aluminum underneath.

H-323

DATA:

Orbital distance: 0.7 AU

Orbital period: 1.0 years

Radius: 6032 km

Atmospheric pressure: 21.67 atmospheres

Surface temperature: -16C

ANALYSIS:

This frigid desert world appears to have once been covered in plant life. It was reduced to its current state millions of years ago, long before the Scourge, by the aging sun.

Radiation Trail

Signature match for Nexus shuttle stolen by Ruth Bekker.

Hull integrity critical. Shuttle destruction imminent at this point.

Red Qorayk

DATA:

Orbital distance: 0.3 AU

Orbital period: 0.3 years

Radius: 9508 km

Atmospheric pressure: 15.40 atmospheres

Surface temperature: 56C

ANALYSIS:

Brutal temperatures, noxious gasses, crushing atmospheric pressure, and constant tectonic upheavals earned this world the name of legendary Milky Way pirate "Red Qorayk."

Starship Wreckage

DATA:

Ship ident: Nexus 29-17

Ship name: “Bourbon Sally”

Crew complement: 2

Status: Partially destroyed; salvageable

ANALYSIS:

A small scouting ship sent to investigate a portion of the Scourge, it was lost shortly after leaving the Nexus. It was assumed that contact with the Scourge brought her down; analysis of the wreckage makes it abundantly clear that the ship was attacked.

Suuricco

DATA:

Orbital distance: 2.4 AU

Orbital period: 6.8 years

Radius: 7658 km

Atmospheric pressure: 2.36 atmospheres

Surface temperature: -164C

ANALYSIS:

Centuries ago, angaran explorers set out beyond their space to Suuricco, which they believed might be habitable. The colony didn't last, but it has strong symbolic significance nonetheless.

Starship Wreckage

DATA:

Ship ident: Unknown

Ship name: Unknown

Crew complement: Unknown

Status: N/A

ANALYSIS:

The wreck of a Roekaar vessel drifts above Suuricco. It appears to have been abandoned.

Tafeno

Duiononasa

DATA:

Orbital distance: 93.0 AU

Orbital period: 511.5 years

Radius: 47705 km

Atmospheric pressure: 1.79 atmospheres

ANALYSIS:

Decades-old shards of angaran ships drift in Duiononasa's orbit, indicating that the gas giant's helium-3 is more difficult to mine than our preliminary scans suggest.

Escape Pod

DATA:

Identification: AI-023 Escape Pod

Assigned to: Ark Paarchero

Status: Inactive, no signs of occupation

Comm channels: Set to full broadcast

ANALYSIS:

This escape pod is empty, but broadcasting “DO NOT RESCUE” across multiple frequencies and languages.

Pas-65

DATA:

Orbital distance: 7.7 AU

Orbital period: 12.2 years

Radius: 8877 km

Atmospheric pressure: 0.00 atmospheres

Surface temperature: 89C

ANALYSIS:

Pas-65 is a scorching desert that is nonetheless surprisingly cool given the output and nearness of the Tafeno sun. The temperature is a product of Pas-65's highly reflective metal deposits.

Satellite

DATA:

Satellite ID: Paarchero 1125-C

Power readings: 2.2%

System report: All systems offline

Status: Inactive

ANALYSIS:

This appears to be a positioning beacon launched from the salarian ark

Paarchero. Its systems are too damaged to determine if it was launched accidentally or with an unknown purpose.

Solad

DATA:

Orbital distance: 128.3 AU

Orbital period: 828.9 years

Radius: 7126 km

Atmospheric pressure: 0.65 atmospheres

Surface temperature: -42C

ANALYSIS:

Solad's severe storms, toxic atmosphere, and tectonic instability make it a challenging candidate for ice mining despite oceans of frozen water and liquid ammonia.

Ice Sheet

DATA:

Surface area: 22 million km

Composition: 68% ice water, 30% mineral deposits

Status: Stable

ANALYSIS:

A century-old abandoned angaran mining colony is half-buried in the snow atop this massive sheet of frozen water.

Tentrobiil

DATA:

Orbital distance: 45.9 AU

Orbital period: 177.1 years

Radius: 11187 km

Atmospheric pressure: 0.54 atmospheres

Surface temperature: 48C

ANALYSIS:

This massive world has an extremely smooth and flat surface, primarily composed of tin and nickel. A methane and ethane atmosphere helps retain heat.

Tecunis

Comet Tamoko's Arrow

DATA:

Nucleus: 8.6 km

Coma Cloud: 52,800 km

Current Tail: 602,000 km

ANALYSIS:

The orbit of this stargrazer has persisted despite the Scourge and other hazards. Likely, it will withstand even a significant attempt to mine it's core elements.

H-523

DATA:

Orbital distance: 59.9 AU

Orbital period: 264.3 years

Radius: 6314 km

Atmospheric pressure: 4.31 atmospheres

Surface temperature: 336C

ANALYSIS:

H-523 appears to have been a “rogue planet” captured by Tecunis’ gravity and brought into an unusual orbit around the star. Long-term study of its composition may reveal more of its origins.

Mosiiba

DATA:

Orbital distance: 11.1 AU

Orbital period: 21.0 years

Radius: 3324 km

Atmospheric pressure: 0.77 atmospheres

Surface temperature: 139C

ANALYSIS:

One of three rocky planets named for the “stones of life” of an ancient salarian religion, Mosiiba is the smallest and hottest of the triad.

Mosiino

DATA:

Orbital distance: 12.7 AU

Orbital period: 25.8 years

Radius: 6842 km

Atmospheric pressure: 0.00 atmospheres

Surface temperature: 70C

ANALYSIS:

The largest of the three sibling worlds of the Tecunis system, Mosiino has a hot surface and an extremely thin atmosphere composed of methane and argon.

Mosiives

DATA:

Orbital distance: 14.4 AU

Orbital period: 31.1 years

Radius: 6448 km

Atmospheric pressure: 0.04 atmospheres

Surface temperature: 66C

ANALYSIS:

The outermost of Tecunis' three sibling worlds, Mosiives is a mountainous planet of lime and potassium.

Radiation Trail

Tracking Nexus shuttle stolen by Ruth Bekker. Signature consistent with expected readings based on Engineer's account of damage to shuttle.

Logging data to facilitate tracking.

Slohva

DATA:

Orbital distance: 61.2 AU

Orbital period: 273.0 years

Radius: 4394 km

Atmospheric pressure: 3.51 atmospheres

Surface temperature: 288C

ANALYSIS:

Despite its ferocious heat and thick, methane-rich atmosphere, Slohva might have been capable of supporting microbial life millions of years ago.

Vinvaiko

DATA:

Orbital distance: 9.9 AU

Orbital period: 7.4 years

Radius: 18232 km

Atmospheric pressure: 1.07 atmospheres

ANALYSIS:

The hydrogen and helium atmosphere of this gas giant has been slowly stripped away over hundreds of millions of years, consumed by the Tecunis sun. Given time, it may be reduced to a terrestrial world.

Satellite

DATA:

Satellite ID: Unknown

Power readings: 83.2%

System report: Severe damage to broadcast array

Status: Active

ANALYSIS:

A scientific monitoring satellite. It is no longer transmitting its findings and appears to have been damaged by a gradual descent into the gas giant's atmosphere.

Togessan

Asteroid

DATA:

M-type asteroid

Diameter: 823 km

Surface gravity: 0.02 G

ANALYSIS:

Fragments of Remnant technology are buried on this asteroid, nearly unrecognizable after centuries of disuse.

Asteroid

DATA:

G-type asteroid

Diameter: 2323 km

Surface gravity: 0.04 G

ANALYSIS:

This massive asteroid is the size of a small moon. It could serve as a perfect base for future scientific and mining expeditions into the asteroid belt.

Biloun

DATA:

Orbital distance: 5.9 AU

Orbital period: 14.5 years

Radius: 7799 km

Atmospheric pressure: 21.26 atmospheres

Surface temperature: 128C

ANALYSIS:

Named for an early angaran explorer who perished on Biloun's surface, this rocky world commands a quiet respect from the angaran people.

Garef

DATA:

Orbital distance: 2.1 AU

Orbital period: 3.1 years

Radius: 6594 km

Atmospheric pressure: 22.55 atmospheres

Surface temperature: 67C

ANALYSIS:

Beneath the planet's crushing argon-based atmosphere, microbial lifeforms are flourishing on Garef in and around underground pools.

Pas-31

DATA:

Orbital distance: 11.3 AU

Orbital period: 38.2 years

Radius: 4783 km

Atmospheric pressure: 0.00 atmospheres

Surface temperature: -176C

ANALYSIS:

Ocean plains of frozen ammonia dominate the surface of Pas-31, climbing into icy mountains along the rims of ancient craters.

Starship Wreckage

DATA:

Ship ident: Unknown

Ship name: Unknown

Crew complement: Unknown (estimate 5-8)

Status: N/A

ANALYSIS:

This appears to be the wreckage of a kett dropship. Perhaps they were seeking Remnant technology in the asteroid belt?

Waoge

DATA:

Orbital distance: 0.9 AU

Orbital period: 0.9 years

Radius: 5025 km

Atmospheric pressure: 0.00 atmospheres

Surface temperature: 72C

ANALYSIS:

Surveys from the Milky Way suggested Waoge might contain vast mineral wealth just beneath its surface. On closer examination, no such deposits exist.

Vaalon

S

Ejoda

DATA:

Orbital distance: 11.5 AU

Orbital period: 9.2 years

Radius: 5635 km

Atmospheric pressure: 109.03 atmospheres

Surface temperature: 474C

ANALYSIS:

Ejoda is a world of rock and metal surrounded by a crushing atmosphere. By all logic, it should be molten, but the Scourge has somehow kept it cool despite its proximity to Vaalon's blue giant sun.

Pas-70

DATA:

Orbital distance: 55.3 AU

Orbital period: 97.2 years

Radius: 5973 km

Atmospheric pressure: 0.00 atmospheres

Surface temperature: 731C

ANALYSIS:

Pas-70 appears to be a “cthonian planet,” a former gas giant stripped of its atmosphere down to its metallic core. It’s extremely likely this process was accelerated by the Scourge.

Pas-78

DATA:

Orbital distance: 89.9 AU

Orbital period: 201.7 years

Radius: 57050 km

Atmospheric pressure: 1.59 atmospheres

ANALYSIS:

Pas-78 is a large gas giant ideal for helium-3 mining; only the dense Scourge activity in the system makes it a less than perfect refueling point.

Ra Madesya

DATA:

Orbital distance: 69.8 AU

Orbital period: 138.0 years

Radius: 5091 km

Atmospheric pressure: 0.00 atmospheres

Surface temperature: 1655C

ANALYSIS:

Ra Madesya and its neighbor, Ra Moorondi, were both thrown out of their orbits by the Scourge. Even before this, however, Ra Madesya was likely a molten sphere of iron and copper.

Ra Moorondi

DATA:

Orbital distance: 75.2 AU

Orbital period: 154.3 years

Radius: 11212 km

Atmospheric pressure: 1.65 atmospheres

Surface temperature: 1892C

ANALYSIS:

Ra Moorondi, like Ra Madesya, was thrown out of orbit by the Scourge. Its enormous mass may have pulled in dust and debris to form rings only recently.

Asteroid

DATA:

Q-type asteroid

Diameter: 559 km

Surface gravity: 0.03 G

ANALYSIS:

This large asteroid may have been a fragment of a moon that once orbited Ra Moorondi, somehow broken apart by the Scourge.

Scourge Formation

DATA:

Spatial anomaly related to the Scourge

Dark energy discernable from gravitational and radiation effects

Composition: Ice, mineral debris, element zero, unknown materials

ANALYSIS:

The Scourge energy in this area appears to have formed some kind of vortex or funnel. A probe deposited within the center of the formation may be used to collect data.

Vaar

H-171

DATA:

Orbital distance: 17.4 AU

Orbital period: 41.3 years

Radius: 11407 km

Atmospheric pressure: 0.00 atmospheres

Surface temperature: -79C

ANALYSIS:

H-171 is sheltered from the heat of Vaar's sun by large dust clouds in the inner solar system. The result is a glittering orb of frozen ammonia and tin.

H-173

DATA:

Orbital distance: 28.2 AU

Orbital period: 85.3 years

Radius: 11407 km

Atmospheric pressure: 0.01 atmospheres

Surface temperature: -142C

ANALYSIS:

Great oceans of ethane and thin sheets of water ice cover the surface of H-173. Ice mining might be possible here, but there are surely richer sources on more agreeable worlds.

H-174

DATA:

Orbital distance: 144.1 AU

Orbital period: 986.9 years

Radius: 7141 km

Atmospheric pressure: 0.01 atmospheres

Surface temperature: -197C

ANALYSIS:

Frozen ethane covers H-174, the ice sheets interrupted only by low mountains and shallow craters. Thanks to dust clouds in the inner system, little sunlight reaches this world.

Starship Wreckage

DATA:

Ship ident: Gord-01

Ship name: Unknown

Crew complement: 1

Status: N/A

ANALYSIS:

The deceased Outcast inhabitant of this escape pod appears to have fled a battle at Mae Shesa, in the inner system.

Mae Shesa

DATA:

Orbital distance: 4.2 AU

Orbital period: 4.9 years

Radius: 8666 km

Atmospheric pressure: 0.04 atmospheres

Surface temperature: 319C

ANALYSIS:

An Outcast mineral mining camp has been recently demolished here. A fragmentary distress call describes the attackers as other exiles. There are no survivors.

Margoth

DATA:

Orbital distance: 6.9 AU

Orbital period: 10.2 years

Radius: 11925 km

Atmospheric pressure: 87.45 atmospheres

Surface temperature: 1179C

ANALYSIS:

Margoth's extraordinarily dangerous surface is of less interest than its ring system. Its inner ring is primarily dust and rock; the outer ring is composed of large chunks of water ice.

Shuttle

DATA:

Ship ident: Unknown

Ship name: Local Boy

Crew complement: 14

Status: N/A

ANALYSIS:

This shuttle appears to have limped away from a battle. Logs indicate the crew, now deceased, came to Vaar to raid an Outcast mining camp. The attempt must have ended badly.

Valay

Hipaal

DATA:

Orbital distance: 0.5 AU

Orbital period: 0.3 years

Radius: 3256 km

Atmospheric pressure: 0.00 atmospheres

Surface temperature: 518C

ANALYSIS:

Much of Hipaal's molten surface solidifies during the northern and southern hemispheres' short winters, reshaping the landscape every year.

Masiid

DATA:

Orbital distance: 6.2 AU

Orbital period: 11.9 years

Radius: 8529 km

Atmospheric pressure: 0.00 atmospheres

Surface temperature: -53C

ANALYSIS:

Platinum and cobalt form the outer layer of Masiid's surface, pitted and cracked by innumerable meteor strikes.

Pas-16

DATA:

Orbital distance: 5.3 AU

Orbital period: 9.5 years

Radius: 6693 km

Atmospheric pressure: 0.03 atmospheres

Surface temperature: -32C

ANALYSIS:

Pas-16 travels in a synchronous orbit around its sun, leaving one side always lit and the other always dark. The reason for this is unclear, but a thread of Scourge within its path is suspect.

Phostaan

DATA:

Orbital distance: 1.3 AU

Orbital period: 1.2 years

Radius: 6046 km

Atmospheric pressure: 0.47 atmospheres

Surface temperature: 18C

ANALYSIS:

Phostaan is largely barren, but its atmosphere is theoretically capable of producing rainfall. Powerful localized storms could appear as often as three or four times a year.

River

DATA:

Source: Rainfall

Composition: Liquid water

Length: 2285 km

ANALYSIS:

A violent and recent rainstorm must have occurred to create this river. The water will be absorbed or evaporated soon.

Vaotessa

Fen Sayat

DATA:

Orbital distance: 0.2 AU

Orbital period: 0.1 years

Radius: 11201 km

Atmospheric pressure: 0.12 atmospheres

Surface temperature: 305C

ANALYSIS:

Fen Sayat's crushingly heavy gravity may be more dangerous than its molten seas. It was named for a mythical angaran warlord.

Netiquur

DATA:

Orbital distance: 1.1 AU

Orbital period: 1.3 years

Radius: 3774 km

Atmospheric pressure: 0.82 atmospheres

Surface temperature: -7C

ANALYSIS:

Though Netiquur is arid and cold, liquid water can be found in its underground seas and during rare rains. Multiple angaran colonies were planned; none were ever founded.

Biomatter Growth

DATA:

Classification: Plant

Origin: Netiquur (or possibly offworld)

Quarantine recommendation: Level 3

ANALYSIS:

This vast forest appears to be sustained by an enormous underground reservoir. The individual plants seem to be linked, almost acting as a single organism.

Prachonyi

DATA:

Orbital distance: 3.9 AU

Orbital period: 8.6 years

Radius: 10649 km

Atmospheric pressure: 6.34 atmospheres

Surface temperature: -44C

ANALYSIS:

Named for an angaran novel about a never-ending winter, Prachonyi is a strong candidate for mechanized and automated water ice mining.

Stodraan

DATA:

Orbital distance: 2.2 AU

Orbital period: 3.8 years

Radius: 3379 km

Atmospheric pressure: 0.00 atmospheres

Surface temperature: -111C

ANALYSIS:

The largest moon of the gas giant Irivosna, Stodraan was at one time believed by angaran astronomers to contain pockets of water ice and, perhaps, microbial life.

Satellite

DATA:

Satellite ID: Unknown

Power readings: 75.1%

System report: Sensors functional and active

Status: Operational

ANALYSIS:

This kett satellite appears to be monitoring the Vaotessa system's asteroid belt, recording detailed scans from a safe distance.

Vessel

DATA:

Ship ident: Unknown

Ship name: Unknown

Crew complement: Unknown

Status: N/A

ANALYSIS:

This kett survey vessel appears to have been searching the asteroid field for life before it suffered an engine failure. A select few rock samples have miraculously survived.

Zaubray

Architect Husk: Elaaden

DATA:

Classification: Enemy (decommissioned)

Origin: Andromeda (Elaaden)

ANALYSIS:

This Remnant Architect's programming directives have been interrupted. It is in an orbital standby mode and remains tethered to its home planet Elaaden.

From this unique vantage point, it's clear that the extreme heat of the planet had begun to degrade (i.e. fry) vital systems. Many systems seem to be incorrectly pinging "all clear."

Asteroid

DATA:

M-type asteroid

Diameter: 299 km

Surface gravity: 0.02 G

ANALYSIS:

This ultra-dense asteroid contains a carbonaceous buildup around a metal core composed of an unknown alloy. It's highly likely it was part of an

artificial structure centuries ago—Remnant technology, or something entirely new.

Elaaden

DATA:

Orbital distance: 32.8 AU

Orbital period: 44.4 years

Radius: 6168 km

Atmospheric pressure: 0.89 atmospheres

Surface temperature: 52C to 99C

ANALYSIS:

A moistureless, sweltering landscape covered by a large number of cover-subsidence sinkholes, Elaaden still supports life to a limited degree. The fledgling krogan colony of New Tuchanka is here, along with what appear to be abandoned mining facilities, scattered outposts and camps.

A sweltering landscape with rising humidity, Elaaden is home to the outpost New Tuchanka, which is a cooperative venture between the Initiative and the krogan colony. (Founded by Nakmor Morda, Pathfinder Ryder; Mayor Kariste Archana elected.)

Radiation Trail

Signature match for Nexus shuttle stolen by Ruth Bekker.

Hull integrity degrading.

Dubraaci

DATA:

Orbital distance: 23.9 AU

Orbital period: 27.6 years

Radius: 6946 km

Atmospheric pressure: 15.63 atmospheres

Surface temperature: 1114C

ANALYSIS:

Dubraaci's nickel and cobalt surface defies the planet's intense heat to remain solid. Trace readings of element zero are present but difficult to pinpoint.

Crevasse

DATA:

Length: 329 km

Average width: 6 km

Maximum height: 6 km

ANALYSIS:

This narrow canyon is startlingly deep. A river of magma rich with minerals runs at the base, and alien technology—possibly old angaran facilities—lines the walls. This must be the source of the planet's element zero.

Grogorna

DATA:

Orbital distance: 10.7 AU

Orbital period: 8.2 years

Radius: 4763 km

Atmospheric pressure: 0.15 atmospheres

Surface temperature: 1900C

ANALYSIS:

The radiation of the Zaubray sun keeps much of Grogorna molten at all times. Oceans of magma thwart all but the fiercest attempts at exploration.

H-315

DATA:

Orbital distance: 43.9 AU

Orbital period: 68.8 years

Radius: 5692 km

Atmospheric pressure: 0.00 atmospheres

Surface temperature: 815C

ANALYSIS:

H-315's day is long enough and its atmosphere thin enough that its temperature can plummet at night. At either extreme, it should be considered hazardous.

ZK Resource Tracker

DATA:

Satellite ID: Encrypted

Power readings: ERROR

System report: ERROR

Status: ERROR

ANALYSIS:

This satellite tracks Initiative shipments and allocates emergency drops without authorization. No ZK-Tracker satellites were authorized or deployed by the Nexus.

Zheng He

Element Zero

DATA:

Element zero

ANALYSIS:

An unusually rich deposit of element zero (eezo). This appears to be a primary source broken up by space-time distortions in the Scourge.

Fei Xin

DATA:

Orbital distance: 1.3 AU

Orbital period: 0.8 years

Radius: 9317 km

Atmospheric pressure: 6.07 atmospheres

Surface temperature: 1303 C

ANALYSIS:

Fei Xin is an extremely hot and volcanically active world. A thick carbon dioxide and ethane atmosphere covers an iron-rich surface with deposits of calcium.

Active Volcano

DATA:

Active volcanic site

Profile: Shield volcano with current effusive eruption

Lava composition: Basalt flow with unknown materials

ANALYSIS:

This volcano has recently erupted. Fei Xin's unusually strong gravity (3.2 G) means the lava flow is localized and may be valuable for study.

Gong Zhen

DATA:

Orbital distance: 29.2 AU

Orbital period: 89.7 years

Radius: 2720 km

Atmospheric pressure: 71.69 atmospheres

Surface temperature: 1855C

ANALYSIS:

Gong Zhen is a small but scorching world, partially due to a crushing nitrogen-carbon dioxide atmosphere. Evidence suggests its icy ring was once a small comet.

H-599

DATA:

Orbital distance: 3.2 AU

Orbital period: 3.2 years

Radius: 8920 km

Atmospheric pressure: 0.12 atmospheres

Surface temperature: 426 C

ANALYSIS:

With its distinctive ring, H-599 was used as a rendezvous point during the Nexus' early attempts at exploration. Pilots still use the term "a 99 run" for a short journey with numerous hazards.

Ma Huan

DATA:

Orbital distance: 94.7 AU

Orbital period: 526 years

Radius: 45011 km

Atmospheric pressure: 1.60 atmospheres

ANALYSIS:

Ma Huan is largely composed of hydrogen and methane. Its relative proximity to the Nexus makes it a useful core discharge site. Plans for a helium-3 skimming station are in progress.

Nexus

DATA:

Station name: Nexus

Length: 15.47km (when completed)

Anchorage wheel diameter: 5.3km

Status: Under construction

ANALYSIS:

Headquarters of the Andromeda Initiative, the Nexus is a massive space station designed to anchor the returning arks, process resources, and support colonists before their departure to new worlds. All new arrivals must pass quarantine.

Starship Wreckage

DATA:

Ship ident: Nexus 46-23

Ship name: "Caryatid"

Crew complement: 5

Status: Reported missing, presumed lost

ANALYSIS:

The Caryatid is heavily damaged and adrift, but salvageable.

Heleus News Service

AYA (HNS) - Embassy Established

An embassy has been established on Aya, marking a major diplomatic success for the Initiative. Nexus representatives are now working directly with the angara to learn more about both the cluster and the kett.

CIVKI (HNS) - Remnant “City” Uncovered

An entire Remnant city has been discovered on a space station in the Civki System. The station was thought to be “Meridian”—a widely speculated “key” to sustaining life in the galaxy. Authorities provided little comment, releasing only brief footage of an apparent victory over kett forces in the city.

CIVKI (HNS) - Remnant “City” Uncovered

An entire Remnant city has been discovered on a space station in the Civki System. The station was thought to be “Meridian”—a widely speculated “key” to sustaining life in the galaxy. Leaked footage shows Initiative forces encountered heavy resistance from kett on the station. Nexus sources tell HNS the city was not in fact Meridian and that their search continues.

ELAADEN (HNS) - Elaaden Outpost Founded

Elaaden is now home to an Initiative outpost. The krogan colony, already named “New Tuchanka,” will now act as an official base of operations for the Initiative, under Nakmor Morda’s guidance. The naming of the outpost on the desert moon ushers in an era of renewed cooperation between the Initiative and the krogan, who abandoned the Nexus after a dispute over authority.

ELAADEN (HNS) - Krogan Colony Built to Last

Nexus authorities are getting their first look inside the krogan colony on Elaaden. Designed to work despite the planet's harsh, unwieldy terrain, and dubbed "New Tuchanka" after the krogan homeworld, the colony is called both a marvel of engineering and a dangerous shantytown. By accounts, the krogan appear to be putting down deep roots on the arid moon.

ELAADEN (HNS) - Morda Holds Colony

Nakmor Morda triumphs after a challenge for her title as Krogan Overlord. Following their exile from the Nexus, Jorgal Strux claimed he was the rightful krogan leader in Heleus. But Morda retained her title, defeating Strux in open combat in front of a roaring crowd on Elaaden.

ELAADEN (HNS) - Neural Decay Serum Discovered

Initiative doctors have developed a serum to treat a neural decay that caused erratic behavior in some colonists waking from cryostasis. Most with symptoms were exiled following the Nexus uprising. Initiative doctor Lexi T'Perro derived the serum using newly discovered elements native to Andromeda. "It's having a positive effect," she said. "We're actually starting to see an outright reversal of symptoms in trials." If the positive results continue, the serum may be administered to every colonist leaving stasis.

ELAADEN (HNS) - Nora Tallis Found Alive

A celebrated Nexus scientist who went missing on Elaaden has been found alive. Despite prolonged exposure to harsh conditions, medics say Nora Tallis returned to the Nexus in stable condition. In a statement to HNS, Tallis did not mince words. "Never send me to that hellhole again."

EOS (HNS) - Alien Tech Warning

As more colonists land planetside, Initiative officials do not recommend any interaction with Remnant and kett technology. Any civilians encountering alien tech should alert the nearest authorities and keep a safe distance.

EOS (HNS) - Colonists Found Alive in Space

Multiple colonists from two failed outposts on Eos were found alive in stasis, drifting peacefully in an Initiative shuttle. Authorities credit a brave turian pilot for getting the shuttle off the planet and evading pursuing kett. The pilot reportedly jettisoned fuel to escape the kett, while the survivors aboard entered emergency stasis to await rescue.

EOS (HNS) - Dead Coming Home

The remains of colonists who died in the first attempts to settle Eos are coming home. Remains from Sites 1 and 2 have finally been recovered, giving closure to numerous families aboard the Nexus. There are now calls for an inquiry into why the bodies were left planetside after two failed attempts to establish outposts.

EOS (HNS) - Kett Routed on Eos

Initiative forces have taken a key kett base on Eos. The human Pathfinder led a strike team that infiltrated and cleared the massive, shielded tower, perched high on the planet's sheer cliffs. Authorities herald the victory as a major step towards settling the planet safely.

EOS (HNS) - Prodrornos Founded

History is made after the Initiative establishes Prodrornos: its first outpost in Heleus. The establishment of the Eos outpost follows two disastrous attempts that claimed numerous lives. Even so, authorities say they're overwhelmed by applicants now hoping to settle the planet.

EOS (HNS) - Prodomos Saved from Roekaar

Prodomos attacked by Roekaar. The Initiative outpost was saved with help from the human Pathfinder and crew—a major victory against Eos hardliners.

EOS (HNS) - Vault Uncovered

An expedition to Eos in the Pytheas System has discovered a mysterious facility that authorities are calling a “vault.” Though not much is yet known about the underground structure, it is believed to be Remnant in origin. Noted asari scientist Pelessaria B’Sayle: “What we activated in the vault drastically improved the atmosphere on Eos.”

H-047C (HNS) - Fuel Source Found

The human Pathfinder has reactivated a Remnant tiller on the shattered planet H-047c, securing a reliable source of fuel for Initiative ships. The resource deposits will be enough to sustain the fleet for an estimated 300 years. “At least that’s one problem solved,” said Initiative Director Jarun Tann.

H-047C (HNS) - Turian Ark Recovered

The turian ark has been found. But the turian Pathfinder, Macen Barro, was reportedly killed shepherding the ark planetside. Former spectre Avitus Rix was widely speculated to replace Barro as Pathfinder—but has not been seen since the Natanus was recovered.

H-047C (HNS) - Turian Ark Recovered

The turian ark has been found. But the turian Pathfinder, Macen Barro, was reportedly killed shepherding the ark planetside. Former spectre Avitus Rix is now expected to assume the role of Pathfinder.

HABITAT 7 (HNS) - Pathfinder Alec Ryder Killed

The human Pathfinder has died. Alec Ryder was killed after touching down on Habitat 7 in the Eriksson System. Ryder's daughter has reportedly replaced him as Pathfinder, taking command of the Tempest in the ongoing search for a home in Andromeda.

HABITAT 7 (HNS) - Pathfinder Alec Ryder Killed

The human Pathfinder has died. Alec Ryder was killed after touching down on Habitat 7 in the Eriksson System. Ryder's son has reportedly replaced him as Pathfinder, taking command of the Tempest in the ongoing search for a home in Andromeda.

HAVARL (HNS) - Puzzling over Angaran Reincarnation

Milky Way scientists are scrambling to explain a phenomenon among angara on Havarl that somehow allows them to recall memories of their dead ancestors. The angara believe in reincarnation along family lines. A widely accepted theory among scientists is that memories are somehow passed down generations, not unlike genetic traits in Earth species.

HAVARL (HNS) - Vault Malfunctions

The Initiative has mapped a golden world known to the angara as Havarl—but there are reports the lush planet is somehow “too golden.” A Havarl vault is malfunctioning, causing its ecosystem to break down at an alarming rate. Authorities are investigating whether they can slow the vault's effects.

HYPERION (HNS) - Stasis Glitch Patched

All pods on the Hyperion are now functioning properly after a glitch woke dozens of colonists not yet scheduled to come out of stasis. The glitch reportedly scrambled the ship's manifest. Colonists woken up because of the glitch have the option to return to their pods or take a job on the Nexus suited

to their abilities.

KADARA (HNS) - Exile Port Discovered

Nexus exiles find a home as former security are implicated in the mutiny. An investigation revealed Nexus security head Sloane Kelly played a role in the uprising that killed dozens. Initiative authorities tracked the exiles, including Kelly, to Kadara—a desert planet in the Govorkam System.

KADARA (HNS) - Homicides Linked to Roekaar

A string of homicides on Kadara have been linked to Roekaar activity on the volatile pirate planet. The victims were all colonists from the Milky Way or angara who were sympathetic to them. The Roekaar responsible were killed in a raid by Initiative authorities.

KADARA (HNS) - Kadara Vault Activated

Sulfur that rendered water toxic on Kadara is now potable after the human Pathfinder found and activated a vault on the planet's surface. "Not a lot of people were ordering water," Kralla's Song bartender Umi Henon said. "But it's nice to be able to add some ice."

KADARA (HNS) - Mining Outpost Established

An Initiative outpost has been established on Kadara. Ditaeon will focus on mining the pirate planet's significant sulfur deposits to use as fertilizer on Initiative worlds. The establishment of the outpost was made possible after a fragile peace was negotiated between the human Pathfinder and exile leadership in the port.

KADARA (HNS) - Oblivion on the Rise

Oblivion use on Kadara continues to rise. The highly addictive drug,

discovered by Initiative doctor Ryota Nakamoto, was synthesized from a strain of bacteria similar to penicillin. In high doses, it causes lethargy and hallucinations. Oblivion is now the most popular drug in the pirate port. Its sale and distribution has been linked to Outcast leadership.

KADARA (HNS) - Rival Gangs Face Off

Showdown on Kadara. Rivals vie for power on the exile port. After a bitter fight with their rival Outcasts, the Collective has now claimed control of Kadara. Outcast leader Sloane Kelly was killed by sniper fire when the Collective seized power.

KADARA (HNS) - Rival Gangs Face Off

Showdown on Kadara. Rivals vie for power on the exile port. After a bitter fight with their Collective rivals, the Outcasts have now claimed control of Kadara. The Collective leader known as the Charlatan has now been identified as Reyes Vidal, a notorious smuggler. Vidal is on the run as Kadara security tightens under Outcast leader Sloane Kelly.

MERIDIAN (HNS) - Habitat 7 Renamed Ryder-I

In honor of her achievements in the Heleus Cluster, the planet formerly known as Habitat 7 has been renamed after the human Pathfinder. The Pathfinder's father, former Pathfinder Alec Ryder, was killed exploring the planet. Now it will bear his daughter's name. Both the Initiative and the angara approved the honor. "We all owe Ryder a debt of gratitude," said Moshae Sjefa. "I am proud to call her an ally in this new and exciting era for our peoples."

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MERIDIAN (HNS) - Kett Routed, Meridian Found

The kett defeated. Meridian found. In a dramatic battle that killed the Archon, the mysterious Remnant technology known as Meridian was activated. While the limits of its power are still unknown, the effects are widespread, making any world with a vault not only livable, but sustainable. The Hyperion was nearly lost in battle with the Archon. But thanks to the bravery of the ark's pilot, Captain Dunn, its estimated 20,000 passengers in stasis survived a crash landing. Species across the galaxy are heralding the decisive victory over the kett as a major step toward galactic unity.

NEXUS (HNS) - Angaran Delegation on Nexus

An angaran delegation arrives on the Nexus. Initiative brass are now working to broker an alliance with the species native to Andromeda. While tensions persist, the angaran ambassador was reportedly impressed with the Nexus and its resources.

NEXUS (HNS) - Clement Vindicated

A kidnapped man wrongly assumed to be an exile has been found dead on Kadara. Sanjiv Clement was taken against his will following the Nexus uprising. "He came to Andromeda to start a new life and be a positive force in the galaxy," said his friend Sellers Ven. "He wasn't an exile. He was committed to finding a new home and I hope he'll be remembered that way."

NEXUS (HNS) - Condition Upgraded

Specialist Sara Ryder is reportedly in stable condition after helping stop the Archon and secure Meridian. Doctors expect the human Pathfinder's sister to

make a full recovery.

NEXUS (HNS) - Condition Upgraded

Specialist Scott Ryder is reportedly in stable condition after helping stop the Archon and secure Meridian. Doctors expect the human Pathfinder's brother to make a full recovery.

NEXUS (HNS) - Contact Attempts Ongoing

Authorities continue work to establish contact with our Milky Way descendants. As of now, beacons confirming arrival in Heleus remain unanswered.

NEXUS (HNS) - First Child Born

The first child born to a Milky Way species in Heleus. The healthy human baby, born on a shuttle in space, is a welcome bit of good news after so many lives lost out here.

NEXUS (HNS) - Hacker "Knight" Killed

A standoff in the Nexus Commons has ended with the death of notorious hacker Katherine Nigh, better known as "Knight." Avina consoles across the station are now back online. Nexus security reminds residents that tampering with the consoles is a serious offense.

NEXUS (HNS) - Illness Baffles Experts

A violent illness related to cherry-like fruit brought back from Habitat 7 has authorities baffled. Multiple passengers are still in quarantine.

NEXUS (HNS) - Initiative Arms Outlaws

A major scandal surfaces, implicating Nexus brass. HNS has learned Nexus leaders quietly armed a group of outlaws calling themselves the Three Sabers. The group was contracted to fight for the Initiative, but went rogue and turned their weapons on supply vessels and even angara. Initiative Director Jarun Tann has denied all requests for comment.

NEXUS (HNS) - Jien Garson Mourned

Residents are still mourning the loss of Jien Garson. The Initiative founder was killed when the Nexus hit the Scourge. An official tribute is planned, though director Jarun Tann has provided few details so far. “Without Jien, we wouldn’t be here,” he said. “But now that we {i}are{/i} here, we need to focus on surviving before we can celebrate.”

NEXUS (HNS) - Krogan Deal Struck

After a high-profile exile, krogan are returning to the Nexus. The krogan have been welcomed back into the Initiative after officials accepted their push for equal status. Clan leader Nakmor Morda welcomed the support and resources New Tuchanka will now receive. “It’s about time,” she said.

NEXUS (HNS) - Krogan Deal Struck

Initiative officials struck a deal with krogan leadership that recognizes the krogan right to sovereignty in Andromeda. Clan elder Nakmor Drack was reached for comment while traveling with the human Pathfinder aboard the Tempest. “Quads, it’s about time,” he said.

NEXUS (HNS) - Nexus Ambassador Named

August Bradley has been named interim ambassador to the Nexus. The outpost leader and Alliance retiree was deemed by many observers to be a safe choice for the post.

NEXUS (HNS) - Nexus Ambassador Named

Nakmor Morda has been named interim ambassador to the Nexus. Morda and her clan, along with nearly all krogan aboard the Nexus, left to found their own colony after Nexus leadership was unable to meet their demands for equal say in Initiative affairs. Both sides herald the move as a positive step towards restoring trust between the Nexus and krogan.

NEXUS (HNS) - Nexus Ambassador Named

Moshae Sjefa has been named interim ambassador to the Nexus. The appointment of the angaran leader is heralded as a smart political move, given the Milky Way species' alien status in Heleus.

NEXUS (HNS) - Nexus Ambassador Named

The salarian Pathfinder has been named interim ambassador to the Nexus. Raeka earned numerous accolades for her combat role against the kett. Initiative director Jarun Tann lauded the appointment. "Raeka keeps the position—and timeline—in the Nexus family," he said.

NEXUS (HNS) - Nexus Ambassador Named

The salarian Pathfinder has been named interim ambassador to the Nexus. Hayjer took over the role of Pathfinder after his predecessor died at the hands of the kett. Initiative director Jarun Tann lauded the appointment. "Hayjer keeps the position—and timeline—in the Nexus family," he said.

NEXUS (HNS) - Nexus Rebuilds

Nexus work crews continue to make targeted repairs to systems and infrastructure after the station's devastating collision with the Scourge prompted an emergency wake-up in Heleus. Oxygen and filtration levels have stabilized, but conservation rules remain in effect until further notice.

“We’ve got a long road ahead of us,” Initiative director Jarun Tann said. “But we’ll get there if we stay civil and stick to protocol.”

NEXUS (HNS) - Research Team Killed

A seven-member science team studying the Scourge has been found dead. Scourge flares disabled life-support systems aboard the Eudoxus, leaving it adrift in space. Authorities confirmed all aboard the shuttle died instantly. “The responsibility for this tragedy rests with me,” said Nexus head of astrophysics Dr. Leynomi Aridana. “I shall do all I can to support the families and loved ones of those we have lost.”

NEXUS (HNS) - Scourge Barring Travel

Top scientists have few answers as the dark energy anomaly known as the Scourge limits travel and communication in the cluster.

NEXUS (HNS) - Spender Caught

William Spender, Assistant Director of Colonial Affairs, has been fired after he was caught stealing supplies from the Nexus and smuggling them to exiles. Spender is currently in custody awaiting disciplinary action.

NEXUS (HNS) - Spender Caught

William Spender, Assistant Director of Colonial Affairs, has been fired after he was caught stealing supplies from the Nexus and smuggling them to exiles. Spender was himself exiled from the Nexus for his crimes. His whereabouts are currently unknown.

NEXUS (HNS) - Sun Lamp Reprieve Coming

A ray of hope for sleep-starved residents. Maintenance begins on malfunctioning sun lamps causing unending daylight in some Nexus quarters.

NEXUS (HNS) - Unified Curriculum Stalled

Species are at odds as talks break down over a unified curriculum for Initiative kids. The asari say they'll wait it out until demands are met.

NEXUS (HNS) - Uprising Investigation Ongoing

The ongoing investigation into an infamous uprising aboard the Nexus is centered on two alleged instigators: life-support specialist Calix Corvannis and an unnamed asari engineer. Both crew members were said to be instrumental in keeping the Nexus viable after first contact with the Scourge—before ultimately betraying Nexus leadership. Corvannis was killed by Nexus security forces. The engineer was exiled. Officials believe some individuals loyal to the mutineers remain on the Nexus. “Eyes are everywhere,” warned Initiative director Jarun Tann. “And our eyes will not blink.”

NEXUS (HNS) - Worker Lost to Space

A worker was lost to space during repairs on the Nexus hull. The victim's name has been withheld until next of kin in the Milky Way is notified.

TAFENO (HNS) - Salarian Ark Located

The Initiative has found the salarian ark. Reports suggest the Paarchero was intercepted by kett forces in the Tafeno System. Reached for comment, officials refused to provide any details on the status of the ark or its inhabitants. But they do confirm the salarian Pathfinder has died. Amid confusion and questions, the Nexus now braces for a potential influx of salarian settlers.

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VALAY (HNS) - Asari Ark Found

The asari ark has been recovered in deep space after nearly being destroyed during a kett assault. The Leusinia was mostly evacuated by the time Initiative forces intercepted the ark in the Valay system. This, after the asari Pathfinder, Matriarch Ishara, was killed while attempting negotiations with the kett.

VOELD (HNS) - Ancient AI Rumored

Rumors persist that an ancient AI was discovered in a long-abandoned city below Voeld's frozen surface. Initiative brass have refused to confirm multiple accounts, but three independent and reliable sources confirm its existence.

VOELD (HNS) - Contact Made with Angaran Resistance

The human Pathfinder has made contact with the legendary Angaran Resistance. The rebel group has fought a protracted war with the kett on the ice planet known as Voeld since long before the Nexus arrived in the cluster. Resistance reception to Milky Way species is reportedly warming.

VOELD (HNS) - Outpost on Voeld

An Initiative outpost has been established on Voeld. The ice planet isn't the most hospitable home, even in Heleus, but the Resistance and Initiative colonists pledge to make it work. The settlement has been dubbed Taerve Uni

and will focus on extracting ice to provide water for the fleet and other colonies.

VOELD (HNS) - Victory on Voeld

A major kett stronghold on Voeld has fallen—a decisive blow to kett operations on the ice planet. Resistance leader Anjik Do Xeel praised the efforts of the Initiative. “We worked together to defeat a common enemy,” she told HNS. “I foresee a great deal of collaboration in the future.”

InfoBoard

Welcome to your new InfoBoard!

Congratulations [Pathfinder Ryder] on successful installation of your InfoBoard v3.4!

You are now ready to keep yourself and your staff informed on the latest developments aboard [The Tempest].

- InfoBoard VI -

[Comments]

> Okay, I've set up everyone's user accounts. Have at it. [Cora]

>> So we can post anything here? [Liam]

>>> Anything you want the whole crew to see. Though I disabled image embedding. [Cora]

>>>> Missed opportunities. [Liam]

After Action Report: Fire Drill

Notes from the last fire drill:

- Liam's new evacuation plan cut 22 seconds off our best time.
- Drack: we need a solution for you vis-a-vis ladders.
- Peebee: you're "dead" because you were two minutes late to the evac point. [Cora]

[Comments]

> I LIVE IN AN ESCAPE POD. [Peebee]

Angaran Word of the Day: Gosan

Gosan, v. To cling or to grasp. Say “go-san.”

See also: gosan yav daar, adj. Being stubborn, lit “clinging to a rock.”

See also: gosavar, n. The Resistance. [Jaal]

[Comments]

> So the Resistance means “stubborn, pig-headed people”? [Peebee]

>> That would be “gosavara.” And yes. [Jaal]

Angaran Word of the Day: Javegara

Javegara, pl. Lit “the people closest to me/us.” Friends and mentors, as well as family members. [Jaal]

[Comments]

> Good choice. [Vetra]

>> I thought so. [Jaal]

Angaran Word of the Day: Tavum

Tavum, n. A pleasant intoxicant stirred into hot water or fruit juice. Say “tahv-um.” [Jaal]

[Comments]

> What’s it made from? Is it sweet, or more like beer? [Vetra]

>> What happens if you mix it with booze? Does it get better or do they

cancel each other out? [Drack]

>>> We need to do some scientific tests. Maybe with little umbrellas.
[Peebee]

Angaran Word of the Day: Vesagara

Vesagara, n. Lit “uprooted people.” Used to speak impolitely of those from the Milky Way. Say “vess-ah-gar-ah.” [Jaal]

[Comments]

> Not as bad as it could be. Spelled like it’s sneered. [Liam]

>> It is used mostly by the Roekaar. To be fair, one doesn’t get more uprooted than being a galaxy away. [Jaal]

>>> Is it “vess-ah-GAR-ah” or “vess-ah-gar-AH”? [Suvi]

Anyone want to help me move a couch?

Not right now, but I’ll keep you on my list (especially if you’re biotic and can drop the weight). Pay you back in beer or whatever else we find. [Liam]

[Comments]

> Are you serious? [Suvi]

>> I never joke about comfortable seating. [Liam]

>>> “Comfortable” is not the term for it. [Vetra]

>>>> You’re just jealous of the best seat in the house. [Liam]

>>>>> Not a thing, not a house. [Vetra]

Champagne

Swiped a couple bottles of champagne from Vortex. I figure if we want to toast Meridian properly, we should do it with the good stuff. It's chilling next to the coolant tanks. [Liam]

[Comments]

> I'll fabricate some proper champagne flutes. Won't take long! [Suvi]

>> You're blowing resources on that? [Gil]

>>> Drink yours out of a coffee mug if you like. I want a proper clink to enjoy mine. [Suvi]

Comparative Religious Study Meet-Up

We did these on the Nexus and they were always fun and interesting. Bring your own texts to study, or just come listen to others discuss theirs.

Sign up below so we have a rotation for coffee. [Suvi]

[Comments]

> Signed. [Jaal]

>> Signed. [Kallo]

Dinner Tonight: Fine Grunnien Roast, Fresh Vegetables

The roast'll be in the galley oven most of the day. Don't open the door to check on it. [Drack]

[Comments]

> When will this be ready? Smells dreamy. [Peebee]

>> I said, DON'T TOUCH IT! The juices have to settle properly. [Drack]

>>> It tastes pretty good already. [Peebee]

>>>> Thieves get sandwiches. [Drack]

Dinner Tonight: NULL ENTRY

Sorry everyone! I forgot we were taking turns and half the rations aren't unpacked yet. [Kallo]

[Comments]

> Got you covered, Kallo. There's soup in the galley (dextro and levo for me) and fruit cocktail. [Vetra]

>> And to think we might have left port without you. [Kallo]

Drack and Peebee are officially on the team

I finished the assignment paperwork for the Nexus. Had to fudge a few details, but you're both officially members of the Pathfinder team. Welcome.

And Drack: I just wanted to check in, publicly. About what I said. [Cora]

[Comments]

> Relax, Harper. The best headbutt is always the one you don't see coming. [Drack]

>> I'll keep that in mind. [Cora]

Drive core noise

No need to panic about the drive core noise this morning. Just a stress test. There's nothing wrong with an 0500 wake-up call. [Gil]

[Comments]

> [Profanity Deleted By InfoBoard VI—You're Welcome!] [Liam]

>> Adjectived verbing nouns, Gil! [Liam]

>>> Liam, if the VI learns to censor ALL language, I'm making you reprogram it. [Cora]

>>>> Educational, in a way. [Jaal]

Lost and Found: Coffee Mug

Found a mug yesterday near the bio lab. Nice one with a magnetized base. You left it stuck sideways to a bulkhead. [Cora]

[Comments]

> That's mine. I just put it down for a sec when my hands were full. [Suvi]

>> Next time, maybe empty it first? [Cora]

Lost and Found: Fugly Sweater

Found it outside the laundry. Seriously, it's like a coloring book had a nightmare. Can someone take this thing off my hands? [Peebee]

[Comments]

> UPDATE: If no one claims this sweater, I'll cut extra holes in it and put it on Poc. [Peebee]

>> Please just leave it in medbay. [Lexi]

>>> You know who it belongs to? [Peebee]

>>>> ...yes. [Lexi]

Lost and Found: Hot Patch Gun

Lost this from my workbench yesterday and I'm really hoping it didn't fall through the deck plating. [Gil]

[Comments]

> I borrowed it to fix a loose sole on my boot. I'm almost done. [Liam]

>> Liam, can I grab that quickly after? Need to patch a strap. [Cora]

>>> Oh, the pilot's seat cushion just needs a quick fix too. [Kallo]

>>>> That would really help a rickety shelf I've got down here... [Vetra]

>>>>> I built another hot patch gun. You guys can fight over that one. [Gil]

Lost and Found: Kallo's soap opera OSDs

They'll stay lost unless he stops watching them at full volume while I'm trying to nap. [Vetra]

[Comments]

> "Dynasty of Stars" is not a soap opera! It's a historic, award-winning extranet drama. How many turian dramas run for over 70 seasons? [Kallo]

>> Salarian casts age out a lot faster than turian ones. And ours are quieter. [Vetra]

>>> I swear to keep the sound down. Please, Vetra, it's bad enough we came to Andromeda before I saw how the Trade Fleet arc was resolved. [Kallo]

>>>> Transmission signals go a long way. We might eventually catch the 600-year rerun. [Suvi]

Mental Wellness

Given recent events, this seems like a good time to refresh you on the

Andromeda Initiative's mental wellness program. This states that mental disorders are...

1. REAL. Stress, PTSD, anxiety, and depression are not “just being tired” or “making something out of nothing.” They are complex conditions that require proper attention and care.
2. RELATABLE. At some point, your colleagues have likely experienced the same feelings. Regardless, those around you are supportive and sympathetic to what you're going through.
3. TREATABLE. A broken leg takes special treatment, rest, and an adjusted workload to properly heal. Mental disorders are no different, and can be alleviated with medication, therapy, and support.

Come by medbay if you have questions. [Lexi]

Proficiency Training (Firearms, Biotic Offense/Defense)

If you need to brush up your skills, now's a good time. Drack and I are running proficiency courses in the cargo bay for those off-duty, 1400-1600.

We have simulation weapons for target practice, but the biotics will be real, so wear protective gear. See you there. [Cora]

[Comments]

> I'll be there. Fair warning: I'm a little jumpy. [Suvi]

>> Since when do you fire anything meatier than survey probes? [Drack]

>>> Since I've known I might need to. [Suvi]

>>>> I'm in. Show me something. [Liam]

Scheduled Nomad Maintenance: 0700-0800

This crate needs a tune-up after everything she's been through. I'll blow the dust filters and retune the microthruster array. [Gil]

[Comments]

> Why is all your maintenance done at the crack of dawn? [Liam]

>> A. No dawn in space, and B. I'm usually awake at 0400. [Gil]

>>> We saved the cluster. Take a nap. [Liam]

Datapads, Emails, and Notes

These entries were parsed from Mass Effect: Andromeda's internal game files. Due to the way in which the internal text is stored Library of Codexes is unable to guarantee 100% accuracy or completion. However, most appear to be accurate so it was decided to include them.

[Error 982: Carrier signal interrupted!] - Invitation

By

UNKNOWN SENDER

To: Ryder

From: UNKNOWN SENDER

Ryder,

I must be brief, but: I hear my virus was a success and SAM is disconnected. Excellent news!

We should talk in person. I've enclosed the navpoint for our sanctuary on Kadara. The virus was only a first step: you could be a strong ally in future efforts.

"Knight"

[Notification 347: Carrier signal interruption resolved]

[Error 982: Carrier signal interrupted!]

By

UNKNOWN SENDER

To: Ryder

From: UNKNOWN SENDER

You executed her in the street. Not even a trial. SAM's infested your brain beyond any saving, hasn't it?

Fair's fair. When it's your turn, I'll show you the same mercy you showed my mother.

Alain "Paladin" Nigh

[Notification 347: Carrier signal interruption resolved]

A communication concerning movies

By

Jaal Ama Darav

To: Ryder

From: Jaal

Ryder,

Liam's talking about a "Movie Night," but when he explained, it sounded... lacking. At least compared to angaran vids.

Perhaps I can add what's missing. Come talk with me.

Jaal

A communication from your friend Jaal

By

Jaal Ama Darav

To: Ryder

From: Jaal

Dearest,

In your culture, is “dearest” too strong a word to use when two people are fond of each other? And is “fond” too strong a word to use when two people enjoy flirting with each other?

I enjoy you. Even now, I smile picturing your face.

Angara are free with our emotions, and it feels normal for me to lay mine at your feet. I hope this is not too strange for your species and that you can comfortably accept them.

I enjoy you—but more than that, I adore your strength and courage and beauty.

Your dearest,

Jaal

A difficult request

By

Mendaal

Translated from Shelesh:

Kiiran:

I'm sure you heard about the attack at Site 7. The loss of Dr. Verishaav was a blow to the entire science community. And now many of Site 7's researchers are displaced and in need of a new post. Most will head to Aya for recovery, but some want to continue working here on Havarl. I recommended your camp as suitable transition point.

I know resources are thin, but your site is the only one the kett have ignored. I don't want to put these people in danger so soon after they witnessed the death of their superior. And I'm sure you could use the help on your monolith project. Think it over and give me your response tomorrow.

Stay safe.

Mendaal

A Formal Letter to Tann

By

William Spender

Director Tann,

I am writing to request an official review of Nakmor Kesh's suitability as Nexus superintendent.

The krogan indeed helped suppress the mutiny by those we now dub "exiles." However, given the krogan's conduct during the uprising, and their decision to leave the Nexus after their requests for more authority were denied, it is not hard to see Kesh's current position as a conflict of interest.

I understand it may be politically beneficial to keep a krogan on staff, for optics if not diplomacy. But for one of them to hold the power of a superintendent, given their brethren's negative opinion of us, is frankly playing with fire.

It is my opinion, as an experienced public servant, that Kesh should be placed in a role where she can do less damage. Perhaps in charge of archives.

Sincerely,

William Spender

Assistant Director of Colonial Affairs

A gift for you

By

Peebee

To: Ryder

From: Peebee

Hey there, gorgeous. I left a little something in your quarters.

Nice digs, by the way. Wouldn't mind spending more time there. Hint hint.

Peebee

A great story, Pathfinder

By

Varric Tethras

I'm going to write a book about this.

V. Tethras

A Letter of Love and Admiration

By

Jaal Ama Darav

To: Ryder

From: Jaal

Darling. Dearest. Temptress. Amazing heart.

I took you to the most beautiful place on our most beautiful planet, and it all paled when compared to you. Your hair, your skin are softer than I could have imagined, your breath even sweeter.

Please don't think I'm blind to your other temptations such as your intellect and work ethic... but for this moment, I'm dizzy with the memory of our perfect time together and the feel of your arms around me.

I love you.

Jaal

A Memo from Annea

By

Annea

Rashaad:

I told you: we can't do it during the eclipse. Those scav's are getting smart and they'll expect us to move while it's dark. We have to be very careful around the entrance to the lake now because I've seen them in the area. If they get their hands on advanced scanning tech, they might even notice there's something underground.

Use distractions and misdirection to lead them away from the reservoir. I planned out some routes. The map markers and navpoints are attached.

Annea

A message home: Unsent

By

Unknown

You never understood. I couldn't go to Voeld; I'm not Resistance. Couldn't go to Aya; I'm not trained. And Kadara? Everything changed with Sloane. I can't start there. I can't be nothing. Calot gets it. Sure, it's just raids now, but once we're stable, imagine turning this ship back against the kett. We'll be heroes. Everyone who called us nothing will know we're the biggest adhi in the yard. We take what we want.

I'm not coming back until I'm something. Calot will make it happen.

A signal! Holy shit!

By

Enzo Ames

Login: Comm Spec Enzo Ames

Okay. Okay, calm down. There's something. It's been bounced who knows how many times, and it's patchy as hell, but I know an ark signature when I see it. Ark Keelah Si'yah. It's out there. It's damaged... or something. I've put probes out, but with the Scourge, who knows where it is. I'm logging everything, and I mean everything. If a spitbug burps on Eos, I'm parsing it.

Because the worst thing? The signal isn't a distress call. It's a warning.

END LOG

Ability Testing Report

By

Unknown

[Partially translated from the Remnant language.]

Selected skill appears well-suited to the biology. The chosen (IMPRECISE; ALT. “heirs,” “generation”) discovered multiple applications, a large percentage of them completely independently.

Director considers the test a success.

About Kadara

By

Vetra Nyx

To: Ryder

From: Vetra

Hey Ryder:

One of my “friends” from Kadara sent a list of tips for surviving there. It’s mostly common sense, but there are some gems:

- No one knows who the Charlatan is. Asking’s dangerous.
- Be really careful dealing with Sloane and anyone who works for her.
- Politics on Kadara are less about who’s got the biggest stick and more about who’s willing to use the sticks they have in creative ways.
- There’s a hole-in-the-wall place in the slums that makes the best cup of quilloa.
- DO NOT MIX QUILLOA WITH OTHER STIMULANTS NO MATTER WHAT ANYONE SAYS (Humans only.)
- Don’t ask Umi the bartender to “surprise you.”

Vetra

About Liam's Movie Night

By

Suvi Anwar

To: Ryder

From: Suvi

Dear Ryder,

I heard what Liam's planning. It seems like a great idea, even if things are unsettled at the moment. I'd love to help out. Stop by when you can?

Suvi

About SAM

By

Lexi T'Perro

To: Ryder

From: Lexi

Ryder,

After our last discussion, SAM and I thought it best if we both took a crash course in AI history to gain a better understanding of each other's perspectives. It's been immensely helpful in finding common ground, but also for highlighting the differences between SAM and the geth. The geth didn't need the quarians to survive, but SAM cannot carry out his primary functions without a Pathfinder. I still don't like that SAM has the ability to stop your heart, but I no longer have nightmares about him getting trigger-happy with your life.

Lexi

About Semaj

By

Mallox

Reilly:

Keep an eye on him. He's been complaining about you-know-what and I don't want you-know-who finding out. Remind him of the oath and if he disregards... well, one less mouth to feed.

Mallox

About the Paarchero

By

Kallo

To: Ryder

From: Kallo

Hello, Ryder:

Please come and talk to me when you have a chance. We just received something very odd. I think it's connected to the salarian ark.

Kallo

About Your Dad

By

Nakmor Drack

To: Ryder

From: Drack

Vetra told me what happened to your dad. I've lost a lot of people over the years. Figured you could use some cheering up. Or at least a distraction.

This usually helps me:

(Drack has attached 37 images of various rifles and shotguns. Two are duplicate images. Many are low-res or watermarked.)

Drack

About Zia

By

Reyes Vidal

To: Ryder

From: Reyes Vidal

In case you were wondering...

I have better taste in men than I do in women.

Reyes

About Zia

By

Reyes Vidal

To: Ryder

From: Reyes Vidal

In case you were wondering...

My taste in women has improved since I ended things with her.

Reyes

Additional report on alien vessel

By

Unknown

Translated from Tonaizhet:

After further inventory, the vessel does not appear to contain any weaponry that could pose a risk to our forces. The medical and science equipment warrants further study. The most important discovery is the sleeping aliens, who number almost 20,000. Their genetic patterns are unlike any encountered before.

Additional specimen request

By

Mallox

Translated from Tonaizhet:

Current testing population is depleted. Specimens expire quickly when subjected to examination. Request more live specimens be transferred from captured enemy vessel on orders from the Archon.

Adhi

By

Superintendent

Superintendent's note: Too low on rations to feed the adhi. They're going to be cranky 'til we can get more food.

Ahem

By

Yours

To: You

From: Yours

Again, please.

—Peebee

Air Filters

By

Nakmor Kesh

To: William Spender

From: Nakmor Kesh

Spender,

Del Jasin told me you denied her request for properly functioning air filters? Do you realize how important it is to keep our staff healthy and working? I can't understand why you'd try to block this. It's getting to the point where I need to talk to Addison about your conduct.

I'm sorry, but this is getting ridiculous.

Kesh

All Tartarus Staff

By

Akksul

Upstairs private room is now occupied, so you'll have to find a new place to nap. Bring the gentleman whatever he asks. Tab is under Vidal.

Kian

Ancient Pottery

By

Unknown

Translated from Shelesh:

This pottery fragment is believed to be a ceremonial decoration from the ancient temples of Havarl.

Andromeda Wildlife: Manta

By

Unknown

Nicknamed a “manta” by Andromeda Initiative observers, this majestic creature has been sighted on several worlds in the Heleus Cluster. The Nexus scientists believe it may have originally evolved on a world with heavy deposits of element zero, giving it the ability to lower its mass enough to “swim” through the air. Expanding the muscular gas bladders on its underside allows the creature to rise and orient itself in flight.

Despite its size—roughly 30m—the manta is not a threat to outposts or explorers. It appears to subsist on mineral deposits from rock formations, wrapping itself around rock spires or even against cliff faces to remain camouflaged while it feeds. Their camouflage ability suggests that these mantas have predators or other reasons to remain hidden, but thus far the reasons remain unclear.

Angara showing affinity: Useful?

By

Unknown

Security Evaluation

APEX collected

Status: ongoing

We've already hosted multiple angaran factional heads. Separate concerns have been logged for two of those: Panel Kroejekt and Aya-One. We're making liberal use of their expertise. It's possible that some of Meridian was designed for them to access. They can't, of course. But they've been no end of help about adapting our technology to integrate somewhat into the Meridian power structure.

The angara welcome any access, and we're glad to host it. No doubt some of them are interested in their connection to the Jardaán. It's jarring enough to have a creator, but one that was here only centuries ago? I'd be all over this place.

END LOG

Angaran Dagger

By

Unknown

Translated from Shelesh:

This dagger dates back nearly four centuries, to the time just after the Scourge appeared. Faced with a technological dark age, our ancient ancestors learned to fight and hunt without the use of advanced weaponry.

Angaran Database

By

Peebee

To: Ryder

From: Peebee

They've given me access to some archives in the Repository of History. Next time you're wandering around Aya, come say hi.

Peebee

Angaran Datapad

By

Mrrach

Translated from Shelesh:

If anyone gets this, please tell my family that, so far, I'm fine.

Benjji and Stalla and I were on a dig, when we were captured. They took us to a holding area and did a bunch of tests on us—blood and skin and scans...

Now, I'm in a new group of prisoners that includes the Moshae. I got to talk to her for a long time. It's incredible—and sad, although they seem to be treating her especially well.

Tell Jazll not to blame himself. Our work is worth these risks.

Stay strong and clear,—Mrrach

Angaran Exhibit

By

Unknown

Translated from Shelesh:

Though we know little about our pre-Scourge ancestors, evidence points to a grand, multi-planet society with sophisticated technology. Many recent discoveries indicate our ancestors even traveled vast distances between systems. Though we have no way of knowing for sure, most scholars theorize our people's early success was due to the use of Remnant technology.

Angaran Figure

By

Unknown

Translated from Shelesh:

While this carved figure pre-dates every artifact we've discovered, carbon dating indicates it's still only a millennium old. Its depiction may be an early deity whose identity was lost in the Scourge.

Angaran guns

By

Nakmor Drack

To: Ryder

From: Drack

Man, Ryder. I thought I knew guns. But this angaran shit? They really know how to make things to point and shoot.

Was eyeing a couple on Aya when we were there. A sidearm called a Zephyr, and a sniper rifle. Isharay, I think they called it? Looked fancy. But I guess even their shivs are fancy.

Glad we found aliens who know how to fight. Not sure how I would feel if Andromeda was nothing but pyjaks or, ugh, elcor. I'll take kett over those chumps.

Drack

Angaran Space Helmet

By

Unknown

Translated from Shelesh:

In the time before the Scourge, angaran pilots wore helmets while covering the vast distances between planets. It's speculated that Remnant technology was used in this helmet's construction, attracting the Scourge's attention.

Announcement

By

Unknown

[Translated from the Remnant language.]

Kindly refrain from filing inquiries about the malfunctioning climate regulator. The issue is known and will be corrected.

In the meantime, personal shields are available at all walkway entrances.

Cooperation appreciated.

Another interview?

By

Keri T’Vessa

To: Ryder

From: Keri T’Vessa

Hello, Ryder,

They’re saying you just got back from Kadara Port. There isn’t much “official” word from there, or the exiles. Can you give me a few on-camera details?

Keri

Answer me!

By

Ista

Translated from Shelesh:

Meshaal, answer your comm. I heard there was an attack and I need to know you're okay. Please, just send a message.

Let me hear your voice. Don't do this to me.

-Ista

APEX Status

By

Kandros

Lieutenant,

Based on status report 16-C, it seems we're no closer to gaining a foothold in any sector. Without decent recon and greater intel on this enemy, I'm starting to think our efforts are futile. The risks involved and continued loss of resources and lives makes it hard to justify.

With morale this low, we need to scale down expectations again.

Kandros

Archived Memorandum

By

Miranda Lawson

Remember this memo? Glad to be rid of her!

To: Cognitive Applications Group

From: Miranda Lawson

Your expenditures for 2184 greatly exceed the funds allotted. The Illusive Man has prioritized the Lazarus Project and henceforth all Cognitive Applications Group research is on hold.

Archived Message: Dumpling help!

(From Niilj)

By

Niilj

Need help with yanjem's sweet dumplings. My batter's lumpy and runny at the same time. I'm not sure what's wrong. I followed the formula exactly, except I substituted ground ushaaf because I don't think jagem flour agrees with me. Then I added some aged tavum at the last stage. Needed some punch, I thought. That's when everything seized up, so I put it through a mill and then boiled it. Now it's like this.

I don't understand.

Are you crazy?

By

Dogen Elaar

Translated from Shelesh:

To: Fehaa Elaar

From: Dogen Elaar

Jefaan says you deserted? That you're living on Kadara? What the skkut happened? Our mothers are worried. *I'm* worried. Get back to me.

Area Shutdown

By

Director Jarun Tann

All active personnel:

In an effort to maximize resources, systems, and stations in the Commons will no longer be maintained. The area is now restricted to a skeleton crew preparing for an eventual full lockdown.

Signed,

Director Tann

Arknid

By

Superintendent

Superintendent's Note: Spitbug goo is dangerous. When collecting for grenades, do not let it get on your skin. Saw it eat through a gun the other day.

Aroane's Datapad

By

Undisclosed

To: William Spender

From: Undisclosed

You screwed me, Spender. You said we were safe, but the Nexus is all over us. If I get out alive, I'm going straight to them. Something tells me they'll be interested to learn a senior member of their staff armed exiles during the mutiny.

No scrambler in Andromeda can hide what you've done.

Aroane

Arrests are underway

By

Saelen Varn

To: Ryder

From: Saelen Varn

Ryder,

I thought you'd like to know we caught Rand Lon. Or "Lanton Rel," as he was going by on Kadara. Your activities caused a panic amongst the other conspirators, it seems: we've already caught Oben Keld and Niostr Hern. It's only a matter of time until we "persuade" them or that scumbag Aden to give up the others.

Well, I say "we"—I'm writing this from my hospital bed post-surgery, holding the dart they yanked out of me. The doctors seem quite perturbed by it all. Once this medication wears off, I look forward to finding out what actual peace and quiet is like. Unless the Ark Paarchero authorities need a counter-terrorism consultant, I suppose?

Regards,

Major Saelen Varn, STG (Ret.)

Asari refugees!

By

Cora

To: Ryder

From: Cora

Ryder,

There's a report of asari refugees on Eos. They made it! Might know about their ark, too. Let's talk when you're free?

Cora.

Asking for assistance

By

Doctor Aridana

To: Ryder

From: Doctor Aridana

Hello, Ryder. Forgive the intrusion. I have an issue that you and SAM should be able to readily solve. It may assist my investigations into the Scourge. We can discuss it in person at the Nexus labs.

My regards to you and SAM,

Doctor Aridana

Astrophysics Lead, Nexus Tech Labs

Asking for assistance

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Doctor Aridana

Astrophysics Lead, Nexus Tech Labs

Attempt 3765: Heat-Shaping Process

By

Unknown

Translated from Shelesh:

Our latest attempt to recreate the heat-shaping process used to build the Forge was unsuccessful. We were able to heat the rock samples to their melting points, but they simply turned to magma and became unmanageable. Once the samples cooled, the surface was marred with ripples and lacked the sharp, smooth edges we were striving towards.

ATTENTION: Mandatory Meeting

By

Droka Sidyr

Translated from Shelesh:

To: All Govataan Personnel

From: Droka Sidyr

All personnel are to meet in the courtyard immediately. There is no cause for alarm, but attendance is mandatory.

ATTENTION: New Guests

By

Droka Sidyr

Translated from Shelesh:

To: Oma Beinstaag

From: Droka Sidyr

We have a priority guest arriving early tomorrow morning. I've marked the shuttle number for you—please notify me the moment it enters our airspace. I will personally oversee the orientation process.

Audio Dictation Log: Ella Menkov

By

Ella Menkov

We're nearing the sample site. Seismic activity seems unusual, but we have a lot to learn about this planet.

>>>

Entering the valley. This doesn't seem normal. Brynn, you're sure this is safe?

>>>

We've passed several eirochs, but they're all running away from the valley. I don't like this. Mesgen, let's turn back.

>>>

Shaking's getting worse. This activity is off the charts. We're coming up to the—what the hell is that? Its—

>>>

Mesgen, turn around! Go, go!

>>>

Oliver's hit! It's shooting right through the hull—go faster! I don't care!

>>>

Oh god, Oliver's not going to make it. Keep driving! We have to get back to

the—

– END OF DICTATION LOG –

Audio Dictation Log: Ella Menkov

By

Ella Menkov

Ella narrowed possible &&ID: NOT FOUND&5 sample sites to a single radius.

>>>

We'll %&&ERROR: 224 to the site and take enough samples for her to test.

>>>

Setting device with navpoint 5&%%;,ERROR: 224

– END OF LOG –

Autopsy and Handling - Subject: Archon

By

Dr. Viara P'lina

Reporting Exobiologist: Dr. Viara P'lina

Subject: The Archon

Species: Kett

Age: Unknown

Cause of Death: The jokes will cease. The cause of death is not “Pathfinder.” I may be second wave and didn’t see the fight, but there are no monsters in my morgue. This being will be afforded the respect of our profession—especially since the cause of death could have direct consequences, should our Pathfinder continue to manipulate Remnant, or others seek training in their use.

While the structures of the kett brain are unknown in purpose and—perhaps—design, the damage to tissue is obvious. When the devices of Meridian were denied an external power source, they in part drew from the Archon’s own augmentations. This repeated surge-and-transfer inflicted internal burns and, shockingly, lacerations.

However, it is my opinion that these injuries, while severe, were survivable. I say this because I have personal history with treatment of biotics who have strained too far and damaged themselves. The fatal element here is different. The use of Remnant is not just a physical strain. It seems to draw some part of the mind into the manipulated element. A division on consciousness.

I am in theoretical territory here, but this is my analysis: the Archon overextended his faculties within Meridian. When the Pathfinder took control of the power, the Archon was not just de-powered; he was—for lack of a better term—severed from himself.

I need more time with the Archon's remains. And dedicated facilities. A full team. The study of this one being could last lifetimes.

Ay—ay—Aya!

By

Peebee

To: Ryder

From: Peebee

Okay, so the angara have a place they call the “Repository of History”—I know, sounds super dull. They need someone with more of a flair for naming things, huh?

Next time you’re running around Aya, come see me there, will ya?

Peebee

Ay—ay—Aya!

By

Peebee

To: Ryder

From: Peebee

They've given me access to some archives in the Repository of History. Next time you're wandering around Aya, come say hi.

Peebee

Aya Diplomatic Efforts

By

Director Jarun Tann

To: Ryder

From: Director Jarun Tann

When we left our old home, we never planned on having to negotiate with an alien civilization for a new one. It's vital we placate the angara and keep them on our side. They've opened an embassy on Aya and our diplomatic team is already settling in. I'm counting on you to ensure our success.

You've established ties with the Resistance leader, the Moshae, and Aya's governor. Do all you can to learn everything about them and their supporters. The better we understand Aya's political structure, the more successful we'll be gaining their help colonizing Heleus.

Director Tann

Aya Information Bulletin - Update 4598-A

By

Unknown

Translated from Shelesh:

VOELD VICTORY DRIVE

Voeld's people desperately need basic supplies. If your family can spare nutrient paste, unused clothing, outdoor survival gear, machine parts, tools, extra weapons, and ammunition, it could make the difference between life and death for those resisting the kett conquest. Place donated items in the nearest Victory Drive Station of your residential complex.

MOSHAE SJEFA HAS RETURNED!

The rumors are true. Our beloved Moshae Sjefa has been rescued from the kett by brave members of the Resistance, aided by the Milky Way visitors. The Moshae is recovering and in good spirits.

REMINDER FROM GOVERNOR PARAAN SHIE

You may see unusual visitors on Aya in the days ahead. Don't be alarmed. They're here as guests. Remain vigilant and report suspicious activity to Aya security, but do not attempt to confront or restrain anyone yourself.

Aya Information Bulletin - Update 5013-C

By

Unknown

Translated from Shelesh:

MINERAL BATHS AT DAAR VREJA

The volcanic mineral springs at Daar Vreja have been declared safe and are now open to the public during daylight hours. Bathers are encouraged to spend no more than two hours in the springs to alleviate the expected demand.

FESTIVAL OF GARESSEN

As an equinox approaches, Aya will soon transit away from its sun for a cycle. Tomorrow night, families are encouraged to celebrate this moment. Remind your loved ones of all you have. Make room at the meal table for those without family of their own. Never forget that the sun always returns to us.

LOA VE TERAAVA BENEFIT PERFORMANCE

Famous musician and humorist Loa ve Teraava will perform his acclaimed soliloquy and original composition “The Farmer of Havarl” to raise funds for scientific research of our original homeworld’s fragile ecosystem.

Aya Information Bulletin - Update 6147-B

By

Unknown

Translated from Shelesh:

RESISTANCE RECRUITMENT SURGES

Recent victories on Voeld have spurred renewed public interest in joining the Resistance. Volunteer sign-ups increased 500% over last year. Evfra de Tershaav encourages everyone, regardless of age, talents, or experience, to submit to a Resistance recruitment screening.

SCOURGE STRIKE ON SOUTHERN HAVARL

Archaeologists working at a dig site on Havarl's unsettled southern continent were forced to abandon their camp when a freak tendril of Scourge energy pierced the atmosphere above their location. No injuries were reported, but the team leader stated the group "lost years of research" in the event.

KADARA PORT TRAVEL ADVISORY

Cargo ship and transport vessel crews are reminded that Kadara Port remains a high-risk travel zone. No official business has been sanctioned with the deserters, and contact with the Milky Way immigrants living on Kadara is strongly discouraged.

Aya Information Bulletin - Update 7832-E

By

Unknown

Translated from Shelesh:

KETT RAID ON DAAR HILJAAV

Resistance scouts on Voeld report a kett attack on Daar Hiljaav has left the settlement in ruins. Exact casualties are still being calculated. If you are from Daar Hiljaav or have family there, please contact Enroh Bosaan in the governor's office.

NUTRIENT PASTE PROCESSING BREAKTHROUGH

Teams researching food processing discovered an improvement to refinery techniques that will yield a 15% increase in caloric values and better preservation of the original ingredients' flavors.

STATEMENT FROM THE MOSHAE

In answer to persistent public inquiries regarding the health and status of Moshae Sjefa, she has released the following statement: "Thank you to everyone who has expressed concern for my well-being. Rest assured, I am currently hard at work with the Milky Way visitors to eliminate the kett threat and restore peace to our people."

Aya Information Bulletin - Update 8519-J

By

Unknown

Translated from Shelesh:

ELGAAR AND JAEISS FAMILIES JOINED

Members of the Elgaar and Jaess bloodlines have announced they are joining. The union has occurred because of marriage between sons from each family. The families express great happiness at this joining and are consulting on an inclusive name for their newly-extended bloodlines.

NEXUS DELIVERS GIFTS TO AYA

The Nexus ambassador has announced the delivery of two gifts to Aya. The first is a cultural and historical exhibit of artifacts from the Milky Way galaxy. The second gift is one of the “omni-tool” devices used by the Pathfinder, which we have been encouraged to develop for our own use.

SEVERE WEATHER REMINDER

The governor’s office reminds Aya’s citizens and visitors that we’re entering the cycle of each year when weather patterns become unpredictable. Take precautions against the possibility of sudden and severe storms.

Back on track

By

Dock Manager Monroe

To: Ryder

From: Dock Manager Monroe

Just want to reassure you that we've implemented a failsafe that will ensure our cryo manifests and data are uncorruptable. We'll never have another episode like that.

Thanks again for sorting it all out. My thanks to SAM as well!

Backup Datapad

By

William Spender

To: Aroane Tao

From: William Spender

You have the gall to threaten me? After all we've been through? You were just a blue-collar colonist thawed out to patch a hole. Do you really think they'll take your word over the Assistant Director of Colonial Affairs?

Still, I don't regret arming you during that uprising. Your dead friends made the krogan look much worse when they came begging for a seat at our table.

Have fun killing each other over the scraps.

Spender

Badlands got you down?

By

Unknown

Feeling sick? Suffering from the badlands blues? We've got an herb for that. It'll make you feel better both body AND mind, if you know what I mean.

If you don't, then this isn't for you and you should go away.

But if you do, come looking. To be safe, we can't provide coordinates. Those who seek, shall find...

Balanced Diet

By

Lexi T'Perro

To: Ryder

From: Lexi

Ryder,

As part of overseeing the crew's physical and mental welfare, I thought I'd send along the following tips for a balanced diet. Given the large amount of exercise you partake in each day, it's important that your body receives the nutrients it needs.

- Carbohydrates: 5-11 servings a day
- Fruits and Vegetables: 4-5 servings a day
- Proteins: 3 servings a day
- Fats: 1 serving or less a day

Lexi

Be safe!

By

Unknown

Translated from Shelesh:

Kiiran:

You're safe, right? I heard the kett attacked the old city again. I know you're on the other side of the planet, but that's still too close. Between the wildlife and the Remnant, Havarl is a dangerous place. Mahli and Nestaar worry about you. I worry about you.

Your work is important. I understand that. But promise your old mother that if the Resistance tells you to evacuate, you'll listen. None of this "knowledge is worth the risk" nonsense. I mended too many of your broken bones when you were young. It's time you give me a break.

This is your mother, who misses you.

Belief is weird.

By

Liam Kosta

To: Ryder

From: Liam

I don't talk about stuff like this, because my mouth's an idiot. But we're in weird space now. The Jardaans *made a people*. Back in the Milky Way, we were knocking on the door of stable clones, but that's different. The bits are already there; it's snap-together. So I go down this hole about *making life*, and then I start thinking about SAM. Your dad made a kind of life. This amazing technical achievement that I look at and just, I can't even really get the edges of it. And it's in your head. That's pretty damned special. Like I need another reason to think "Pathfinder" is something different here.

I don't know the point of this. Sometimes you just write, right?

Kosta

(Liam has included a list of media themed to Creation. Genres include theological talks, scientific papers on technological integration, and a 1995 vid about an AI's choice of footwear?)

Blackouts

By

Unknown

I don't understand. One minute I'm thinking about dinner and next thing I know it's morning. What happened? I need to keep track of these blackouts.

- Woke up
- The asari was babbling again about deviant behavior. What??
- PROPER MILITARY DOCTRINE IS BASED ON OVERWHELMING FORCE
- Next day? Did I write that? Military doctrine?
- PRE-EMPTIVE WAR
- What's going on? Where's all this coming from? Who are these people? I hate salarians. What's he doing here?
- LIMITED NUCLEAR EXCHANGE PROVIDES ACCEPTABLE LOSSES

Brave as shit.

By

D.B. Cumbernold

Pathfinder team is all heroes, far as I care.

D.B. Cumbernold

P.S., I'm pushing this live to the outposts. Bet they want to say thanks too.

Bridge Log: ALARM: HOSTILE EVENT

By

Unknown

EVENT: Weapons fire

SECTOR: Multiple, see display

ADDITIONAL: Security coordination OFFLINE

BRIDGE RECORD BEGIN:

- DUNN: Say again! How many kett? Say again!
- REED: Captain, I've lost... everyone?
- DUNN: Me too, except... SAM, how are you on...? All right. All right!
- REED: Captain?
- DUNN: Lani, I need you to stay here. The Pathfinder's in trouble.
- REED: What? But we... okay, what do I do?
- DUNN: Seal this door after me. No one is authorized. You hear?
- REED: I... of course. Engaging lockdown. Everyone! Sidearms!
- REED: Please be okay.

PARAMETERS CHANGED: See additional event

Bridge Log: ALARM: HOSTILE EVENT

By

Unknown

EVENT: Security breach

SECTOR: Bridge

ADDITIONAL: Main door failure

BRIDGE RECORD BEGIN:

- REED: Brace it! Field assist!
- REED: Please. God, please, let it hold.
- REED: It's buckling! Everyone down!

INTERRUPT

REBOOT ATTEMPT 1

- REED: Lani Reed. P-48-Lafayette.
- ARCHON: It thinks I want it's name.
- PRIMUS: Kill it.
- ARCHON: It's not why we're here.
- ARCHON: Run, Lani Reed P-48-Lafayette.

- PRIMUS: Why did you let it go?

- ARCHON: It will flee to where it feels safe. Make it not safe.

- PRIMUS: Understood.

INTERRUPT

REBOOT ATTEMPT 2

REBOOT ATTEMPT 3

POWER LOSS

Bridge Log: ALARM: STRUCTURAL EVENT

By

Unknown

EVENT: Decompression

SECTOR: Multiple, see display

ADDITIONAL: Docking vehicle reporting power loss

BRIDGE RECORD BEGIN:

- REED: That can't be!
- DUNN: Keep your head, I need data.
- REED: Multiple systems, cohesive failure!
- DUNN: Cause?
- REED: I...
- DUNN: Lani. Cause?
- REED: I can't tell, but I checked those systems. I checked.
- DUNN: This is the captain. All hands, report!

PARAMETERS CHANGED: See additional event

Bridge Log: Archive: No Event

By

Unknown

- Cycling. Nominal. Logged: Lani Reed
- Cycling. Nominal. Logged: Lani Reed
- Cycling. Nominal. Logged: Lani Reed
- Cycling. Minor fluctuation. Logged: Nozomi Dunn
- Cycling. Nominal. Logged: Lani Reed
- Cycling. Nominal. Logged: Lani Reed
- Cycling. Nominal. Logged: Lani Reed
- Cycling. Nominal. Logged: Lani Reed

Broken world? Come on!

By

Liam Kosta

To: Ryder

From: Liam

Guess we can't fix everything. Environment is one thing. But a shattered planet? That's about as not-golden as it gets. Remember that feeling the first time we saw Habitat 7? Can't imagine waking up to just rocks.

Augie's making accommodations on Prodrornos, like everyone in the Initiative. And Verand is spreading word among her people. Turians will have homes to help build. Never liked the "one world per ark" thing anyway. We're all on the same side.

Kosta

(Liam has included a list of media themed to Waking Up. Genres include homesteading dramas redone for interstellar settings, and several remakes of a story about a day repeating until it's done right.)

Bryant's Datapad

By

Able Bryant

To: Aroane Tao

From: Able Bryant

Aroane,

We located the stowaway krogan. My guys chased him into a cargo container and he locked himself inside. Coward.

They've tried to bust him out, but the container's held up surprisingly well. Nothing's getting through.

They hear him talking in there. He may be in contact with the Nexus team. Expect they're heading his way. I assume you want him alive?

I've deployed heavy support up top, just in case.

Bryant

Brynn Kemper, Log 478

By

Brynn Kemper

We're nearing the sample site. Seismic activity seems unusual, but we have a lot to learn about this planet.

>>>

Entering the valley. This doesn't seem normal. Brynn, you're sure this is safe?

>>>

We've passed several eirochs, but they're all running away from the valley. I don't like this. Mesgen, let's turn back.

>>>

Shaking's getting worse. This activity is off the charts. We're coming up to the—what the hell is that? Its—

>>>

Mesgen, turn around! Go, go!

>>>

Oliver's hit! It's shooting right through the hull—go faster! I don't care!

>>>

Oh god, Oliver's not going to make it. Keep driving! We have to get back to

the—

– END OF DICTATION LOG –

Brynn Kemper, Log 478

Ella narrowed possible &&ID: NOT FOUND&5 sample sites to a single radius.

>>>

We'll %&&ERROR: 224 to the site and take enough samples for her to test.

>>>

Setting device with navpoint 5&%%;;;ERROR: 224

– END OF LOG –

Buyers

By

Unknown

- The guy living in the cave: 4 leaves
- That nasty asari chick with the scar: 3 leaves
- “Bubba Quad” krogan: 8 leaves
- Sloane’s bodyguard: 2 leaves
- Get some munchies...
- Turian with the nasty burns near the fire lake
- Crazy mental salarian who talks too fast: 4 leaves? 6 leaves? Don’t know. Can’t understand him.

Call me

By

Reyes Vidal

To: Ryder

From: Reyes Vidal

Ryder,

Something interesting just fell into my lap. Call me when you have a minute.

Reyes

Call me

By

Reyes Vidal

To: Ryder

From: Reyes Vidal

Ryder,

Thanks again for your help with Zia. And the Roekaar. I owe you something special. And I think I found just the thing. Give me a call when you have a minute.

Reyes

Camp Message

By

Arvis

Grel—

We had to pack up and follow the fish. They're actually pretty smart to keep on the move like this. Just use the signal to find us.

Vann speared a little one—I think it was a calf—and the rest of them went berserk. Nearly drowned her. She'll get hypothermia at this rate, so we sent her back to the med bay. Means we're a hand short, so get here as quick as you can.

-Arvis

Can we talk? (on camera)

By

Keri T'Vessa

To: Ryder

From: Keri T'Vessa

Hello, Ryder,

The things I'm hearing: a garden world? A whole new species? If you can talk on the record, you know where to find me!

Keri

Can't say enough.

By

D. Aguta

This is stupid. Heroes don't need thanks from me. I'm just normal.

D. Aguta

Captured Notes

By

Unknown

Only the title of this message can be clearly translated. The rest is a mix of kett script and notes written in a Milky Way language. It appears the kett dataminced research from an unknown source. Some fragments...

... fired at it just for fun. It'd take a few hours of sustained fire to take off even a chunk. Those Observers started to...

... out of the shuttle. This stuff is heavier than it looks! Without biotics, I'd really be in trouble. Last time I dropped it on m...

... kicked over my sensors again getting to cover. Those white bony jackasses aren't...

Cargo Manifest

By

Unknown

ID Number: 739238733

Manifest Tracking Number: 007334257 KAD

Consignee: Elora Narantis

Vessel Name: Tavura's Gain

Point of Loading: H-047C

Point of Unloading: Kadara

Contains:

Waived. Approved By: Dalton, Colt

Cargo Manifest

By

Unknown

ID Number: 829388126

Manifest Tracking Number: 008259276 KAD

Consignee: Kaetus

Vessel Name: N-676 "Albatross"

Point of Loading: Nexus

Point of Unloading: Kadara

Contains:

Horosk - 40 lbs

Peanut Butter - 9 oz

Vid - "Saving Mads Maximus" - 4oz

Note: Deliver straight to Outcast HQ

Cargo Manifest

By

Unknown

ID Number: 469778321

Manifest Tracking Number: 002682344 KAD

Consignee: Annea

Vessel Name: Vatvagr

Point of Loading: Kadara

Point of Unloading: Elaaden

Contains:

Water Vats - 600 lbs

Salvage - 300 lbs

Adhi Skins - 20 lbs

Parsec Pies “For the On-the-Go Space Traveler”: Simulated Apple Flavor - 5 lbs

Note: If Annea asks why it’s five pounds of pocket pies instead of six, tell her that they were damaged in transit. - CD

Cargo Manifest

By

Unknown

ID Number: 572492115

Manifest Tracking Number: 003157728 KAD

Consignee: Big Taran

Vessel Name: The Svalinn

Point of Loading: Elaaden

Point of Unloading: Kadara

Contains:

Scrap Metal - 500 lbs

Ammunition - 200 lbs

Grenades - 50 lbs

Kaerkyn Shells - 10 lbs

Cargo Manifest VEJ-97335

By

Unknown

Translated from Shelesh:

The following items are cleared for immediate shipment to Voeld:

- * 3 crates solar heater replacement parts, mixed
- * 4 cases freeze-dried nutrient paste
- * 2 crates GD-75 ammunition, explosive rounds
- * 6 crates reinforced heat-retaining synthetic fabric

This item has been quarantined, pending Port Captain review:

- * 3 unmarked cases of marljeh bottles, cask dates unknown

Cargo Manifest

By

Unknown

ID Number: 814751223

Manifest Tracking Number: 008352230 KAD

Consignee: Umi Henon

Vessel Name: N-342 "Red Eye"

Point of Loading: Nexus

Point of Unloading: Kadara

Contains:

Fresh Ice - 120 lbs

Strawberry Cider - 40 lbs

Andromeda Ale - 40 lbs

Dirty Squirrel - 20 lbs

Case Notes - #101 - Dr. Ramirez

By

Dr. Ramirez

Patient ID: 101

Symptoms/condition: Cybernetic implant adjustment

Details:

Patient experiencing malfunction in cybernetic ocular nerve implants designed to correct vision loss. Worked with Fawkes to assess the implant VI's current build and make adjustments. Basic adaptability error. Spoke to 101 about gene therapy treatment rather than relying on implants, but she voiced religious concerns. May need to speak to Connor about requisitioning better VI design suites. Patient offered to make me dinner as thanks.

Personal notes:

Another galaxy, a half-dozen centuries from home, sharing our brains with operating systems, and people are still people.

Case Notes - #076 - Dr. Ramirez

By

Dr. Ramirez

Patient ID: 076

Symptoms/condition: Multiple leg fractures

Details:

Patient lost his grip and fell during maintenance work on the roof. Jump-jets failed to fire. Compound fractures to the right leg, severe sprains to left ankle. Patient showed an allergic reaction to anaesthetic, so I borrowed August and a couple engineers to hold 076 down while I set the legs. Application of foam cast and appropriate analgesia followed.

Personal notes:

Noisy day, but hopefully an object lesson to the rest of the outpost about jump jet maintenance. Patient is healing nicely. Should be falling off roofs again in a week.

Case Notes - #053 - Dr. Ramirez

By

Dr. Ramirez

Patient ID: 053

Symptoms/condition: Gunshot injuries to both legs; severe neurospinal distress

Details:

Patient brought in on a travois by his crew. Reports say he was tracking down a mineral vein and ran into a group of hidden kett. Killed one, gunned down by the others. They shot to disable, not to kill, then slapped some sort of paralyzing patch on his back. Patient's crew found him and dealt with the kett before they dragged him home. Removed shrapnel and cleaned the injuries. Removed the spinal patch with standard ultrasound pulse. Another kett toy. Fawkes can dispose of it.

Personal notes:

Took longer than usual to write this up. Old memories. Stiff drink is helping. Should have let the nurse clean him up, but better to face the headwind. What I saw the batarians do on Vatares, Mindoir... it's over. Let it be over.

Case Notes - #024 - Dr. Ramirez

By

Dr. Ramirez

Patient ID: 024

Symptoms/condition: Acute insomnia, claustrophobia

Details:

On examination, no organic underlying cause. Apparently suffered a mechanical failure when coming out of stasis that locked her in the pod. Clearly a psychosomatic case, but symptoms are acute. Prescribed tetravoxine and VR post-stasis therapy. Next appointment in two weeks.

Personal notes:

I'm seeing several cases of post-stasis anxiety and other related conditions. The techies solved a lot of the physical effects of long-term stasis, but we're clearly seeing the psychological effects run a lot deeper. People just aren't designed to be turned off for too long. Should talk with Hainly about a long-term research initiative. We're "first" for a lot of things.

Casualty Report: Voeld

By

Unknown

Translated from Shelesh:

Severe whiteout conditions have made casualty confirmations difficult. Expect these numbers to be adjusted in the next update. Hopefully, they'll be lower.

Kett ambushed a night patrol in the Lundraan Crevasse: 3 dead, 2 wounded, 1 missing

Squad missing outside Techiiix, presumed captured: 4 missing

Sniper caught in avalanche on southern slope, presumed dead: 1 missing

A shuttle suffered mechanical failure, made hard landing on Steen Ridge: 2 wounded

Argument in the barracks got out of hand: 1 wounded, mostly in his pride

- End report

Cease hostilities

By

Unknown

URGENT: By agreement of the ark's senior leadership, cease all defensive operations against the alien vessels. The risk of catastrophic damage to the ark and colonists is too high.

Challyrion

By

Superintendent

Superintendent's Note: Bought these from a krogan out on Elaaden.
Completely unmanageable. Might feed to the adhi.

Charter Governing Citizens of Aya, Revised

By

Unknown

Translated from Shelesh:

“As defined by the first founders of Aya, this world and all who live on it agree to abide by the laws, customs, and regulations of a civilized society that has existed for centuries on other worlds. These rules of conduct ensure a voice for each family within our society and gives them certain inviolable rights...”

Page 1 of 5,983

Checking in

By

Avela

Translated from Shelesh:

Mother,

You wouldn't believe all that's happened since Pathfinder Ryder landed on Aya. I'm sure you know about the Moshae's rescue, but I suspect you've only heard the official version. Evfra and his Resistance like to claim credit for bringing her home, but I know for a fact they never could've accomplished it without the Pathfinder. People fear these new aliens will turn out to be like the kett. Don't listen to them. I feel in my spirit they've come to help, and you know I'm always right about these things.

I wish you could see some of the interesting relics we've found on Havarl and elsewhere. I'll bring images next time I visit. Also, I'm not seeing Aatu anymore. It was nothing particular that ended things. We're just too different. Don't worry—my work still brings me all the happiness I need.

- Avela

Checkup Reminder

By

Dr. Ramirez

To: A. Bradley

From: Dr. Ramirez

August,

It's that time again. You know the drill. Two hours of conditioning every six months or you're going to have arthritis in that leg to look forward to. I've got a better prescription for the pain this time. Recommended dose is two shot glasses.

Ram

Citadel Economics Board: Case Report A-5

By

Unknown

...on the subject of the 2182 flash crash, nicknamed the Illium Sinkhole. Thousands of stock prices collapsed overnight, destroying the value of approximately 1.2 million personal accounts.

Responsibility was later traced to a rogue virtual intelligence developed for the Illium stock market, whose sentience had been illegally modified. Rella T'Pajis, a senior “white hat” hacker at the Bank of Nos Astra, gave forceful testimony on the rising use of such VI, which make decisions in milliseconds that affect financial markets across Citadel space, often based on news stories that a non-synthetic stockbroker would know to ignore.

“As far as the VI knows, it’s just moving numbers around,” T'Pajis testified. “It might even find that personally fulfilling in ways organic life can’t understand. But for us, a decimal point can be the difference between riches and ruin.”

Cities and gardens

By

Cora

To: Ryder

From: Cora

Still thinking about that Scourge weapon from the Remnant city. Our scientists are scratching their heads over how it works, but I'm stuck on the idea that someone felt the need to build it. Makes an orbital mass accelerator look like a wet firework. What kind of war demands that kind of response?

Whatever happened, we're left with the aftermath—planting gardens in the rubble. Same as any other war.

Cora.

Cities and gardens

By

Cora

To: Ryder

From: Cora

That Remnant city got me thinking about my rose garden. Preparing the ground, planting for the future, all that. So the Jardaans made the angara... but what's the end goal? Were they part of some grand plan? Preparing the ground for something else?

Wonder if the Jardaans had bigger plans for the cluster. And where we'd fit in.

Cora.

Cluster Model: Dr. Leynomi Aridana

By

Dr. Leynomi Aridana

- The three initial system models will be complete by next week. We shall see our place in the world.
- Orbital variance for the Nexus: it must be corrected as construction corrects our orientation.
- A reminder:

Our daughters will not know stasis

The six hundred years sleeping.

They will be born of Andromeda

And whatever is unfolding.

This cluster in its chaos

Was not welcoming,

But it matters less what we suffer here,

More, what we bring.

Colony H283 (“Penticton”)—Final Record

By

Unknown

They lied to us. They said Andromeda would be a place for new beginnings. New homes, new families. Why the hell would I bring a kid into this place? It's either too hot or too cold. Too wet or too dry. Everything wants to kill us.

Everything we know and love is 600 years gone. The Nexus admin won't admit they botched the entire thing. Half the arks are missing and we have no idea where our Pathfinder is, but they keep telling us to hold out a little longer. For what? The rebels had the right idea. Things are bad, and Nexus rules make it worse. So... screw them.

If anyone finds this, you can eat it.

Color Fun For All Ages!

By

Unknown

This holographic coloring book is set to a simple image of a farm. Someone has scribbled in colors and drawn Thessian animals. Scrawls on one side read:

MY FARM

Plant seeds, watering can

feed them lots of hay

Mummy says we have to go on a ship agan.

Mummy says i hav to be brave

I dont want to be brave i want to be a farmar

Come home, please.

By

Unknown

Translated from Shelesh:

Dear Tarva,

Please come back to Aya. I know you want to fight for us, but we need you here too. Your children miss you. You want to build a world where they don't have to fear the kett, but is that really better than not knowing their mother? I know you've made your decision, but I beg you to reconsider. Please.

Remember what it was like with your own father. And how it felt.

With love, your mother.

Come home

By

Unknown

Translated from Shelesh:

Anivaal, stop this. You think you're doing the right thing, but you've turned your back on your people. On your family. Your sisters have to face their Resistance superiors and explain why their only brother has defected. Do you think that's easy for them?

I know you believe you're fighting for your home, just like they are. But this isn't the way to do it. The Roekaar have dangerous ideas. Evfra says you'll be welcomed back, so please come home. For all of us.

Come meet Jill!

By

Gil

To: Ryder

From: Gil

Hey, next time we're on Eos, I'm meeting up with my buddy Jill. She'd love to meet you, and I kinda said you'd make an appearance.

So don't make a liar out of me!

Gil

Come see me?

By

Cora

To: Ryder

From: Cora

Hey,

Got an urgent matter that needs personal attention. Come by next time you're on the Tempest. I'll clear your calendar.

Cora x

Communication from Jaal

By

Jaal Ama Darav

The kinds of questions that I've had to try to answer—what do humans eat, is that hair soft, what is their homeworld like—made me very glad for our two embassies.

Stay clear,

Jaal

Communication from Jaal

By

Jaal Ama Darav

Ryder,

The Moshae sent some news from Aya that she asked me to share with you.

Under her guidance, officials are again allowing study in the Aya vault. It comes with great risk, of course, so she's restricting participation to her brightest students, under armed guard. Although she doesn't have your ability to interface with the Remnant, she wants to be ready to assist you—however she can—once Meridian is found.

These are interesting and exciting times.

Jaal

Communication from Jaal

By

Jaal Ama Darav

To: Ryder

From: Jaal

Ryder,

Thank you for visiting my family with me. For someone with such a small family, it must have been overwhelming, but you didn't show it at all.

I'm glad that I was able to show you my home and the bedroom where I grew up dreaming of the stars. You were patient with my sentimentality—I can't help it.

I admit that wish that I could see your homeworld. It's kind of sad, actually...

Your friend,

Jaal

Communication from Jaal

By

Jaal Ama Darav

To: Ryder

From: Jaal

Pathfinder Ryder of the Human Initiative:

I've heard privately from Evfra, the leader of our Resistance. He's very impressed that we were able to help our scientists on Havarl, and I've made sure that he knows that you played a key role.

Of course, he's also quite impressed with the success of our joint mission to save the Moshae.

Maybe he's already said these things to you, but if I know Evfra, he probably hasn't.

As for me, I've learned a lot about trust—being on this team, letting myself be open to trusting you and the others. I've learned that trust is more of a feeling than a science. And it seems like it is a universal truth. Universal. Get it?

I'll try to be even more trustful in the future. This assignment might change my life.

Good-night,

Jaal

Communication from Jaal

By

Jaal Ama Darav

To: Ryder

From: Jaal

My dearest,

In case you haven't seen the reports, celebrations are breaking out on Aya and Havarl. People are walking with a lightness to their steps, and there is even more laughter than usual. Recruitment for the Resistance has never been easier.

On Voeld, while the kett are in disarray, we will take down their bases one by one until they are gone from the planet forever.

People hope that one day the Vesaal will be a thing of the past and that all worlds will be like Aya.

Change is coming for the angara and the humans. We're lucky to have each other... at least that's what Evfra said.

No, he really did.

Jaal Ama Darav

Communication from Jaal

By

Jaal Ama Darav

To: Ryder

From: Jaal

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No, he really did.

Jaal Ama Darav

Communication from Jaal

By

Jaal Ama Darav

To: Ryder

From: Jaal

I'm writing to let you know that I've been receiving a lot of messages of congratulations from Resistance members who've heard of our victory against the Archon. It's not common knowledge, but it's hard to keep good news like that from spreading.

We are a hopeful people who are granted new hope.

Imagine the excitement when we conquer Meridian and heal the cluster for all our people. Some nights I can't sleep because I'm dreaming of it.

Jaal

Communication from Jaal

By

Jaal Ama Darav

To: Ryder

From: Jaal

Ryder,

Thank you for visiting my family with me. For someone with such a small family, it must have been overwhelming, but you didn't show it at all.

I'm so amazed that you confessed to having feelings for me like I do for you. I feel lucky, and also scared and excited.

How unlikely is it that you traveled from another galaxy to come into my life? I'm humbled.

Yours,

Your Darling Jaal

Communication from Jaal Ama Darav

By

Jaal Ama Darav

To: Ryder

From: Jaal

Pathfinder Ryder,

A manifest of items that I have brought aboard your ship, the Tempest:

- 1) Blankets and bedding in the event your unfamiliar alien bedding is insufficient or uncomfortable.
- 2) A small number of personal projects; these are bits and pieces of angaran tech and weaponry.
- 3) Twenty-five jugs of nourishment paste. This will need to be replenished regularly.
- 4) Armor, including my two Rofjinn [unknown: alt: cape; suspenders] and equipment to repair them.
- 5) Vials of salves, creams, and perfumes. I can provide your science officer with a list of ingredients if that is required.

I've also brought my personal weapon, a kett rifle. I've been issued an "omni-tool," which I am currently calibrating.

I hope that this list is compliant.

Communication from Jaal Ama Darav

By

Jaal Ama Darav

To: Ryder

From: Jaal

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I'll try to be even more trustful in the future. This assignment might change my life.

Good-night,

Jaal

Communication from Jaal

By

Jaal Ama Darav

To: Ryder

From: Jaal

To {Scott/Sara}, She's fond of you. Truly. I haven't heard her talk like this about someone in a long while. She didn't ask me to tell you this last part, I just thought you should know.

Communication from Sahuna, True Mother of Jaal

By

Sahuna Ama Darav

To: Ryder

From: Sahuna

I hear good news from Jaal that you and he are serious about your relationship with one another.

I say “good news,” but warn you that some people will find this alien match offensive. You **MUST** ignore them and give them no more thought than I have, which is already too much. It’s a challenge and a gift to break boundaries.

Now, please forward to me your health documents and the personal narrative of your early years at your soonest convenience.

Sahuna Ama Darav

Communication from Sahuna, True Mother of Jaal

By

Sahuna Ama Darav

To: Ryder

From: Sahuna

Jaal refuses to send me the answers to the questions below. He says that it's too embarrassing, so I am asking you, myself.

- Do you have a favorite weapon that you find particularly effective against the kett?

- What was your homeworld like? Perhaps we can find ways to make you feel more at home here.

- Can you describe the human birth process to me? I'm interested for many obvious reasons.

I'm never embarrassed. That's something you should know about me.

Sahuna Ama Darav

Communication from Sahuna, True Mother of Jaal

By

Sahuna Ama Darav

To: Ryder

From: Sahuna

Do you like pie?

I secured some food books from your home planet of Earth. Disappointingly, the other mothers aren't impressed with the flavor.

I hope you like pie.

Sahuna Ama Darav

Communications blackout

By

Unknown

Message from the Captain:

URGENT: Alien vessels have been detected within the system. Effective immediately, all external communications are restricted, to avoid revealing Ark Paarchero's position. The unknown celestial phenomenon continues to disrupt long-range scans. Positions of the Nexus, Ark Hyperion, Ark Leusinia, and Ark Natanus remain unknown.

Community: Krantt: The Ragening! (Updated)

By

Kohrr Imeh

From: Kohrr Imeh

Thanks to all who came out to our recent event. Special thanks to the pyjaks who thought they would show up with real ammo and “scare the weaklings playing games.” It’s really interesting to see how a group social activity like Krantt: The Ragening attracts people who want to ruin others’ fun, and also to see how a group used to working with other people can come together as a team and stomp on some faces.

Also, all of you who were part of the Dreams of the Lost Thresher event: you made me cry.

Remember to sync your dice-roller apps and see you soon!

Community: Krantt: The Raging!

By

Kohrr Imeh

From: Kohrr Imeh

Imagine that you're a proud warrior fighting for your people at the height of the Rachni War... when the ancient spirits of Tuchanka awaken and spread across the galaxy. Some are changed, gaining magical powers and a tie to the homeworld through the blood of Kalros herself, while others become horrible monsters. Can you conquer the beasts within and save the galaxy?

Join us in Krantt: The Raging, a live-action roleplaying experience for krogan who want to combine collaborative storytelling with light, non-lethal combat. All you need is any dice roller app, the LightShow omni-tool utility, dummy ammo for any gun you bring, and your own imagination. Meet friends and have fun in a supportive environment.

Contact poster for information on meet up times.

Community: New Fathers (Updated)

By

Kormer Ryn

From: Kormer Ryn

Great meet up! I loved how my little headbutter laughed when we took the hills at full speed, and hearing him sing along during story time was amazing. Thanks to whoever brought the VI that did the diaper-change and scale-chafe-check tutorial, and also to whoever brought the demolition charges. The way all their little eyes lit up when those things blew was fantastic.

Same time next week!

Community: New Fathers

By

Kormer Ryn

From: Kormer Ryn

Any other males who have kids interested in getting together? Now that we're supposed to raise them along with the females instead of just visiting, I have a lot of questions. Let's get together with the little ones and figure out how to do this.

And maybe let's keep it safe. No explosive rounds, all right?

Contact poster for information on meet up times.

COMPLAINT: Roekaar Supplies

By

Grydeer Calfri

Translated from Shelesh:

To: Droka Sidyr

From: Grydeer Calfri

Either convince the Roekaar to share their supplies and let me do my job to catalogue all this, or tell them to get out of my storage room! The logs have never been such a mess. You'd think they'd be happy to have someone itemize their skkut, but they won't let me near a single crate. You invited them here. Do something about this.

Concerned about Drack

By

Nakmor Kesh

To: Ryder

From: Kesh

Ryder,

I'm worried about my grandfather. He likes to act tough, but he's still an old man and he's been through a lot.

We just talked. He said he's fine, but I could tell he's hurting. After I nagged too much, he promised to go see your ship's doctor.

Can you do me a favor and make sure he does? I need him alive a little longer, please.

Thanks,

Kesh

Concerning the Collective

By

Kaetus

Unless given explicit orders to do otherwise, no one is to engage potential Collective members in Kadara Port. Yes, Sloane and I are aware they have operatives and recruiters in Kralla's and the market. Yes, we are going to do something about it—when the time is right. The Outcasts enjoy our current position because Sloane made the right move at the right time. It'll be the same when we decide to get rid of the Collective.

That being said, if you're outside the cease-fire zone, feel free to blast the bastards. Spirits know they deserve it.

Kaetus

Concerning the new visitors

By

Unknown

Translated from Shelesh:

I heard about the new visitors to Aya. Do I have to remind you what happened the last time their kind contacted one of our worlds? Kadara is a cesspool because of them.

I'm sure you and Evfra are receiving plenty of opinions from both sides. I trust you'll make the right call, Anjik. Aya and Voeld can't be overrun by those things—and I don't trust that so-called Pathfinder any more than the rest of them.

Concerns

By

Unknown

Translated from Tonaizhet:

This mission is foolish. We hunt for Remnant myths while those creatures seek to oppose us. We must make them see the glory of kett, not dig through the mud of this broken planet.

I do not blame the highest one, of course. Our light only seeks to make us strong. This Remnant has poisoned the highest one's mind. It should be destroyed.

Conduct Complaint: Gess

By

Kaulin

Kaetus:

You need to talk to Gess. I don't know where she's driving. I don't know what she's getting into. But every time she comes back from the badlands, I swear the rover's on fire and missing two wheels.

This last time, I tried to tell her to cool it. She just scoffed and said "fix my shit, bitches." I know we're all basically pirates out here, but there's still something to be said for a little decorum.

Seriously.

Kaulin

Confidential Voeld Intel

By

Commander Anjik Do Xeel

To: Ryder

From: Commander Do Xeel

Since your liberation of the labor camp on Voeld, some information has come to my attention:

For years, the kett ignored our work in the frozen city of Ja Niihk. Searching for details of our buried past didn't seem to threaten them.

One day, we must have uncovered something that the kett deemed extremely dangerous. They invaded the city, killing or enslaving our archeological team, and locked it down.

Intel from the labor camp seems to confirm what have, to this point, only been crazy rumors—there may be an ancient, pre-scourge AI locked in ice in the depths of the city.

This explains the Prefect's swift and violent move. I've heard that the kett shun tech like artificial intelligence—and they certainly wouldn't want us to have it.

Please keep this knowledge to yourself.

CONFIRMATION: Aya Shipment

By

Unknown

Translated from Shelesh:

Confirmed by: Grydeer Calfri

Nutrient Paste: 4 Vats

Medical Supplies: 1 Crate

Batteries: 4 Containment Cells

Glass Products (lens, cylinders, beakers): 3 Crates

Miscellaneous Equipment: 2 Crates

Congrats.

By

Vetra Nyx

Hey, Connor.

Heard about the new position. Prodromos just gained one hell of a businesswoman—they're lucky to have you. If we ever find ourselves on the Nexus at the same time, I'm buying you a drink to celebrate.

-Vetra

And Ryder—I know you're going to get nosy and read this. Hi.

Congratulations from Tann

By

Director Jarun Tann

To: Ryder

From: Director Tann

Ryder, the Remnant drive core that was just delivered to the Nexus was a great surprise and a fantastic omen for our future in Heleus. Good pathfinding!

Our scientists are meeting to discuss uses for it—perhaps as a power source, a weapon, or who knows. The possibilities are exciting and this has given the Nexus a huge boost in our research capacity.

I want to personally thank you for putting on your big-`{girl/boy}` pants and keeping it out of krogan hands.

We both know the krogan are ill-equipped to deal with such advanced technology. The potential of this amazing find would have been wasted on them.

Finally, I don't care what I hear in the Nexus corridors, I think you're doing a decent job and this action earns points from me. I'm becoming a fan.

Director Tann

Conquerors

By

Unknown

Translated from Shelesh:

Akksul heard more of the new aliens had formed an alliance with our wayward deserters, and we went to see for ourselves. It was worse than we feared. There are multiple species of these new aliens. Even worse, the weren't just ruling our people—they were exalted like heroes. Everywhere I looked, cowards bowed and bargained with these disgusting things, blind to the reality that they had only traded one oppressor for another.

I'll never forget what Akksul told us that day. All aliens are the same in the end. They want to take what's ours and turn us into slaves. The Roekaar see with clear eyes, and our hearts are pure. We won't succumb to these new invaders. We are the true resistance army, and one day soon all angara of every world will know it.

Corrupted Data Drive

By

Unknown

Note: The drive is old, has been exposed to the elements, and most of the data is corrupted. However, small packets have been recovered and translated from Shelesh. The data appears to be a series of journal entries.

“...stories told by grandfather, of how the gauntlet came to him. It should’ve been his sister’s to hold. She was the oldest of all their siblings, direct descendants of Zorai. But she had no interest in the stories of the ancestors or the Remnant. She refused her right, and it passed to grandfather, then my father... and now it’s mine.”

“I barely understand it, and it’s frightening. I visited the sages. They said Zorai knew how to speak to Remnant, and maybe this gauntlet helped, somehow. When I put it on it... it seems to change something, in my mind. I don’t like the way it feels.”

“...Iraan wants it. The gauntlet. She says my fear of it makes me unworthy. I should pass it to her, like our grand-aunt passed it to our grandfather. I do not fear it. I will show her. I’ll use it on the Remnant, like my ancestor did.”

Cost-Benefit Assessment

By

Niost Hern

To: Rand Lon

From: Niost Hern

Here are the estimates you asked for, adjusted for current inflation on the Nexus:

- MTF: 12400 credits
- MTQ-N: 8000 credits
- MMP - 6500 credits

Congratulations again on the Paarchero's safe return.

N. Hern

COUNCIL MEETING NOTES

By

Unknown

Translated from Shelesh:

Personal meeting notes of Governor Paaran Shie:

V: Wants to open southern valley region to development, with goal to provide refugees with permanent homes.

K: Believes we're already at risk of overcrowding and harming local ecosystem. Votes to use land strictly for food production.

M: Proposes compromise solution to construct orbital habitats using Nexus technology. Refugees would rotate between Aya's surface and orbital habitats using lottery system.

E: Disagrees with accepting Initiative help and especially tech. Points out the black hole will make orbital construction projects difficult, and may attract notice of kett patrols.

Final vote delayed to Novoa Bav.

We need a better home for our people. Voeld is fallen, Havarl remains unstable, and Aya is too small to support all of us. Is Kadara Port an option? Do we even dare attempt reconciliation?

Crash Log

By

Unknown

Crashed. Comms were down. Navigation down. Made half-hearted attempts to plot direction to camp using sky. Poor idea. Different sky.

In the end, picked a direction and walked.

Wish I was a Pathfinder.

Cryogenic Stability: Update

By

Avitus Rix

Login: Avitus Rix

New entry: Found more Natanus survivors today—along with some not so lucky. Still can't believe the sturdiness of those pods. I remember Macen rambling about the ingenuity of their engineering, but he's always excitable when it comes those things. Now I wish I'd paid more attention—learned the ins and outs of the pods' design. Tore one apart trying to make a communicator, but it's all wires to me. Macen would know what to do—how to help these people survive. I can point a gun and keep them safe, but that's it. They need him for a real leadership. And so do I.

END LOG

Cryogenic Stability: Update

By

Avitus Rix

To: Natanus Leadership

From: Avitus Rix

Just received confirmation: with the exception of the leadership and life support teams, all passengers have entered cryostasis and are sleeping soundly. Jacana is on her way up to you now to oversee the closure of your pods. If you haven't changed into your uniforms, do so now so that we hit our departure time.

Once everyone is asleep, I will do one final round, then join you in the abyss.

Rix

Curious Voeld Rock

By

Chief Lucan

To: Ryder

From: Chief Lucan

Pathfinder,

This rock you found is certainly something. As far as I can tell, it's a remnant of a meteoroid that passed through the Scourge before falling to Voeld, infusing it with a similar charge. The presence of Heleus-native metallic elements within the rock may have allowed for such a transfer. I'm unsure why the adhi reacted to it the way they did.

I've stored it in a lead-lined box. It unnerves me.

Chief Lucan

Daily Log of Groundwater Tests

By

Unknown

Daily test: 98.1% purity

Daily test: 97.2% purity

Daily test: 96.7% purity

Daily test: 95.9% purity

Daily test: 94.1% purity

Daily test: 92.2% purity

Daily test: 91.6% purity

Daily test: 91.2% purity

Note: If the downward trend continues, our aquifer will eventually turn toxic. Something needs to be done to stabilize Kadara's environmental conditions.

Damage Control

By

Director Jarun Tann

To: Tiran Kandros

From: Jarun Tann, Director of the Andromeda Initiative

Kandros,

As you're aware, there was a mutiny aboard the Nexus during your absence. Events escalated quickly, but we believe it began with a fire in hydroponics and theft in the armory. Motivations for the uprising vary. Mob mentality was certainly a factor, but for the leaders—including your predecessor, former Security Director Sloane Kelly—it was a conscious betrayal.

There have been perfunctory attempts to catalogue and address the damages caused by Sloane's people during the uprising. Supplies stolen, equipment broken, things of that nature. But I was hoping the militia could step in and draw up an official report. It's imperative we know what we are working with if we are going to survive.

Director Tann

Danke.

By

H. Lowel

To the team.

H. Lowel

Data Cores

By

Peebee

To: Ryder

From: Peebee

Hey, Ryder!

Hope it's okay that I'm keeping this data core in my room (i.e., the escape pod). I guess I just really like to ponder things before bed. The best ideas come to me while I'm half asleep.

Also, I saw it first.

Anyway, we know for sure it's got some sort of data in it. The trick is how to get at it.

I'll keep you updated.

Peebee

Data from SAM re: Dr. Okeer

By

Dr. Okeer

Analysis of information downloaded from Dr. Ganar's terminal

Notes from Dr. Okeer: Decrypted

Summary of Findings:

Adjustment of retrovirus in last batch of soldiers resulted in a success ratio of only 8 percent. This is unsatisfactory! I smashed many tanks in my fury.

I'll start again. I'm committed to creating perfection. The perfect krogan. A super soldier beyond belief.

Someone named Dr. Ganar contacted me to consult on potential cures for the genophage. I sent him away. Why dabble in mediocrity when we can aim for brilliance?

[Attachment: Portions of Okeer's genetic research data]

Data From the Data Core!

By

Peebee

To: Ryder

From: Peebee

Okay, so... this has taken forever, but I think I've extracted a bunch of commands from the Remnant data cores we picked up. I've uploaded everything to the Tempest's research database.

Want Remnant tech of your own? Check it out.

—PB

Data Storage: Talon Operational Override: Partial

By

Unknown

(Transcription overlapped by two unknown speakers, one angaran, one possibly human)

Log begins:

—Have you finished fixing it yet?

—It's a complicated ship. I've never seen it—OW!

—Head down until it works! Calot doesn't want it shiny; he wants it shooting. What's that gibberish?

—Don't touch! You'll wipe the—

Data loss

Data

By

Captain Hayjer

To: Pathfinder Ryder

From Pathfinder Hayjer

The exaltation data you recovered has been most helpful. Some day we will fully understand exaltation and hopefully discover the means to stop it.

Hayjer

Dear customer...

By

Bootleggers Association of Kadara

To: customer 427

From: Bootleggers Association of Kadara

We appreciate your previous business and hope you enjoyed our unique power-packed home-brewed spirits. We are constantly improving and experimenting on new blends, so be sure to check back with us.

Sincerely,

Zed, Founder of the BAoK

Deployment Report: Redacted

By

Mayor Tobi Bryce

Login: Site 2 Operational Mayor Tobi Bryce

New entry: The Nexus sent everything. They knew how important it was—Site 2 was the last shot. Those transports breaking atmo was goddamn beautiful. Then the kett showed. Took one out to make a point, then flanked the rest. I think I saw some escape pods, but if we can't pick a body out of Site 1, we're not doing recovery from the canyons. Resilience is too small to make a go of it now and the Nexus has nothing left to give. Chief Lito says to stay with her plan, but her team can only do so much and not even I have eyes on that. I don't think it's our choice anymore.

END LOG

Deployment Report: Redacted

By

Mayor Tobi Bryce

Login: Site 2 Operational Mayor Tobi Bryce

New entry: The Nexus sent everything. They knew how important it was—Site 2 was the last shot. Those transports breaking atmo was goddamn beautiful. Then the kett showed. Took one out to make a point, then flanked the rest down. I think I saw some escape pods, but if we can't pick a body out of Site 1, we're not doing recovery from the canyons. Resilience is too small to make a go of it now, and the Nexus has nothing left to give. Chief Lito says to stay with her plan, but her team can only do so much, and not even I have eyes on that. I don't think it's our choice anymore.

END LOG

Detainee group #6028

By

Unknown [Mass Effect]

Acquisition: Acquired in failed Resistance attack on operations center

Physical analysis: COMPLETE

Genetic analysis: INCOMPLETE

Summary: Awaiting input...

Additional comments:

Group of five. Resistance soldiers. Unyielding. Great promise.

Detainee Group #6025

By

Unknown [Mass Effect]

Acquisition: Acquired in ambush

Physical analysis: COMPLETE

Genetic analysis: COMPLETE

Summary: zero chosen

Additional comments:

Failed group of five. All Resistance soldiers. Expectations unmet.

Detainee Group #6019

By

Unknown [Mass Effect]

Acquisition: Acquired in raid of settlement “Eroesk.”

Physical analysis: COMPLETE

Genetic analysis: COMPLETE

Summary: three chosen

Additional comments:

Civilian group. One soldier. Remaining six were distributed to various facilities to assist in our efforts.

Dictation Log: Scientific Director Hainly Abrams

By

Director Hainly Abrams

How? What technology can do this so quickly? Neutralizing the radiation in the atmosphere without dramatic storm effects—shit, the opposite! The weather's gone calm as a summer's day. That's unprecedented control over atmospheric pressure, gas mixture, temperature—what else? And where's the interaction?

[Pause break]

Miss the dogs. Walking them in the shuttleport park always helped me think through these problems. Forget side effects, too. I should get a dog. Are there dogs?

[Pause break]

We got damn lucky with the conditions here. This is comparable to sea-level Earth. Eos is drier, but within limits. Moisture is binding into the desert plants and soil. More now, since the vault. Points to a species with the same air mix-temperature-gravitational comfort levels as us? Or is there another reason? Can't predict intent from results.

[Pause break]

Maybe Ryder's the one to figure out why. The how? That's my department now. Lucky old Hainly, you wanted bigger things. You've sure got them now.

Didn't want to send this.

By

Liam Kosta

To: Ryder

From: Liam

Pathfinder—

I need your help with a thing. A big thing. Can't go into it in a message, and you're not going to like why. But I can explain.

Come talk to me.

Kosta

Dispatch: Akksul

By

Akksul

I've received reports of sporadic raiding parties from the kett on Havarl. I want patrols stationed outside Thaldyr's residence at all times. No excuses.

Akksul

Dispatch: Crux

By

Crux

It's no longer safe here. The representatives will join the Charlatan at an undisclosed location. The rest will stay here and clean up any loose ends.

Crux

Dispatch: Crux

By

Crux

We've got a visitor wandering around—the human Pathfinder.

Be on your best behavior or the Charlatan will hear about it.

Crux

Dispatch: Crux

By

Crux

Our friend and ally, the human Pathfinder, has come for a visit. Show {HerHim} the respect {SheHe} deserves or there will be consequences.

Crux

Dispatch from Akksul

By

Akksul

Translated from Shelesh:

Starting today, only the most faithful will be allowed inside the Forge. New recruits must be vetted by Akksul.

Dispatch from Kadara

By

MK

I'll get straight to the point. Sloane's been nice about you muscling in on her turf and stealing business. It's nice having someone out in the boonies gathering resources. Besides, she's got the Collective to worry about, and you're minor league.

But you wanna stay on her good side? How about you look into something for us? There's someone messing about in our business, making people "disappear" from Kadara. They've disappeared with things. Information that Sloane wants and needs.

Start with Amos Galloway. You've done business. Find him, maybe you'll find the rest.

-MK

Dispatch: Sloane Kelly

By

Sloane Kelly

McAfee:

Keep an eye on Kaetus. Cranky bastard doesn't know the meaning of "bed rest" and I need him to make a full recovery. He's to do whatever the doctor says. No excuses.

And before you tell me playing nurse isn't in your job description, I don't give a shit.

Sloane

Dispatch to Kett Base

By

Unknown

The Wraith

Pre-arrival recon identified the native challyrion as initial species to be [IMPRECISE; ALT: “flung,” “embraced,” “bandied”] for exaltation.

On arrival in [Heleus?], a facility was built and the long road to armonization with kett genetics began.

Ability to cloak harmonized from [IMPRECISE; unknown reference] genetics brought from the kett homeworld.

Hypothesize: Quantify level of harmonization necessary at prime success?

Dispatch to Kett Base

By

Hztch

Benefactor,

I hear that you're having good success on [IMPRECISE; ALT: "??", "Eos"]. My transfer to this place was a good idea; there's so much to learn. I'm grateful you suggested it.

Let's meet again. Perhaps you would be interested to see my homeworld, like you once showed me yours.

In harmony, Hztch

Dispatch to Kett Base

By

Unknown

Fortunate Greetings, Prefect Zgtt,

Although tired of the cold and close living, I have gratitude to be finishing my studies.

Parsing the electro voltaic [IMPRECISE; ALT: “medium,” “cultivation,” “impregnate”] sequence is my true challenge.

I hear of opportunities on Verakan—to study [IMPRECISE; ALT: “extirpation,” “??”, “annex”] harmonization for our empire.

It gives me reason to persevere.

DO NOT RESPOND: AUTOMATED RECEIPT

By

Unknown

Thank you for your purchase.

ITEMS:

“Asari Melding, Part 5” Qty 1

SUBTOTAL: 50.00 Credits

CONVENIENCE FEE: 2.00 Credits

PLATINUM MEMBERS DISCOUNT: -3.00 Credits

TOTAL: 49.00 Credits

If you have an issue with your purchase, please contact our customer service extranet address. Do not respond to this message.

Do you know?

By

Grydeer Calfri

Translated from Shelesh:

To: Oma Beinstaag

From: Grydeer Calfri

Hey! Rumor has it someone important is visiting tomorrow? Droka tell you who it is? The Moshae?

Don't let it go to your head

By

Peebee

To: Ryder (the conqueror)

From: Peebee

I know you've got a million people shining you on right now, so I'm here to talk you off the pedestal.

We are not done, buster. There's a galaxy of secrets out there, and I'm gonna go get them, with or without you.

Your call.

So, lap up the praise, but do it quick and get your ass back in gear.

Buster.

—Peebee

Don't tell anyone...

By

Gil

To: Ryder

From: Gil

I let Jaal win. Everyone was gunning for me. They each wanted to be the one to take me down—especially Vetra. And Jaal really has no idea what he's doing, so I did it to teach the others a lesson.

And to piss Vetra off. She's acting all proud of Jaal, but deep down I know it's killing her.

Hmm. I told you once that poker has lost me a lot of friends. You think this kind of thing is the reason?

May be better if we keep this between you and me.

Gil

Don't worry about Kadara

By

Reyes Vidal

To: Ryder

From: Reyes Vidal

Everything's in place protection-wise for your new outpost. In port, trade is up and morale is good. Our partnership is working out on all fronts. Not that I had any doubt.

You keep playing the hero, and I'll make sure Kadara stays ours.

Thinking of you always,

Reyes

Dosage

By

Kaetus

Arenna:

Slums need another re-up. Also, adjust the dosage. We had two more die on us. It's bad for business. We want them addicted, not dead.

Kaetus

Dr Cleary's Datapad

By

Dr. Cleary

Adams couldn't make the trip. Told him it was just a routine investigation of a failed settlement, and I didn't need him to come along.

Heard about outlaw activity in the sector though. Now I'm second-guessing my decision to go it alone.

Drinks

By

Nakmor Drack

To: Ryder

From: Drack

Hey kid,

Now that we've got the transport back, maybe let's take a load off.

Swing by Kralla's Song next time we're in Kadara Port. The bartender's getting to be a friend of mine. She'll mix you up something that'll strip paint.

Drack

Duty log: Hydrologist Ng

By

Hydrologist Jen Ng

Login: Hydrologist Jen Ng

New entry: Not sure what to call those pools. “A long way from drinkable?” We’ll fare better with reclamators, especially once Bristol gets those panels adapted. I’m heading to my test location to check the yield. It’s invigorating science. Eos will be home, I know it!

END LOG

Eiroch

By

Superintendent

Superintendent's Note: Automatic door systems deactivated. If you want to get in—and I can't see why you would—override the lock manually.

Elaaden was rough

By

Liam Kosta

To: Ryder

From: Liam

Have to say, I'm having a hard time putting a good spin on what happened with Morda. Best try so far: krogan making a colony on their own will inspire others to do it too. And... that's good?

So you know, Verand will try to swing some trade deals. It's a dance, but if the angara can be middlemen, that gets resources moving and Morda can still make her point against the Nexus. It can work. Important thing is no one starves.

The brains on the Nexus better make that Remnant drive worth it. Because hot as Elaaden was, we're a planet down.

Kosta

(Liam has included a list of media themed to Cold War Diplomacy. Genres include documentaries about black markets and a salarian short called Profit without Loss)

ELATION!

By

MFK

ALL TIMES ARE 3:14. ALL DATES ARE MERINGUE. SPACE IS
CUSTARD AND SORT OF FLAKY.

-MFK

Encrypted Message

By

Unknown

Drop the drive core at our ops base.

Don't get followed. This is priority one.

New door code:

password123

Engineer's Report

By

Unknown

Minor structural concerns, as expected. The mining op that used to be here expanded the natural cave system. Newer sections of the complex were excavated but never reinforced. Goes without saying that you shouldn't make plans for those sections 'til you can put up the creds to make them safe.

The more immediate concern is the life support systems. Those units are fifty years old—a conservative estimate. If the air scrubbers stop working, we die. If the pressure regulators stop working, we die. Artificial gravity fails? We die. You get the picture.

After what we went through in the Blitz, I'm with you all the way. I just need you to tell me to my face you think this is worth it.

ESAV Majriti

By

Unknown

Humanity's first crewed ion engine starship, built using technology proven by the ESA SMART-1 probe in 2003 CE.

Evac

By

Giona Jeden

To: Thella Ranthius

From: Giona Jeden

Comms still down, doing this the old-fashioned way. We CANNOT finish the evac with Deck 12 in that condition. That last kett barrage sheared the hull plating—no atmosphere and it's hanging by a thread. I've got a hundred people trapped on the other side and not enough suits. There's children.

Thel, I can't make that call. I won't.

—Giona

--

Re: Evac

Giona,

Lapiris just showed up. That screwball engineer refused her evacuation seat. Says she's got an idea.

T.

Evacuation Notice

By

Unknown

[Translated from the Remnant language.]

All personnel:

Please save work and proceed immediately to pre-assigned evacuation stations.

This is not a drill.

Evacuation Notice

By

Unknown

With the recent reports of toxic water supply in the badlands, the plans for large-scale settlement have been canceled. Instead, this area will be sealed off and converted to a penal colony. Anyone who fails to evacuate does so at their own risk. You'll be considered a permanent resident of the territory and won't be allowed back in.

Sloane Kelly

Evacuation Orders

By

Unknown

Evacuation Order for LAMAZIA, PERRIN

An emergency situation is in effect aboard the ark and evacuation is now necessary.

When signaled, please go immediately to SEAT 06 in ESCAPE POD 202. If you do not report within TEN MINUTES, your seat will be reassigned.

Checklist:

- Emergency kit (rations, breather mask, light, personal heater, suit sealant, compass, beacon, water distillation kit)
- Omni-tool with full battery pack
- Any essential medication

DO NOT TAKE PERSONAL ITEMS. DO NOT WAIT FOR FAMILY MEMBERS.

Event Tracking Logs

By

Unknown

AUTOMATED LOGS

REPORT RUN: 2819, Identifier QPA-Z

****Year/Event****

[2185] Departure.procedures: confirmed

[2185] Stasis.lockdown.engaged: confirmed

[2186] Anomalous.comm.sensor.readings: report logged

[2347] Trajectory.drift.detected: report logged

[2347] Trajectory.course.correction: confirmed

[2411] Arks Paarchero/Leusinia/Natanus: condition green

[2497] Sensor.array.fault.detected: report logged

[2497] Sensor.array.fault.repair: FAILED

[2819] Trajectory.destination: confirmed

[2819] Destination.location.proximity: confirmed

[2819] Stasis.revival.engaged: confirmed

[2819] Nexus/Arks Paarchero/Leusinia/Natanus: not detected

[2819] Sensor.fault#JSKL*L&^MD:“LASF4@JK F

[2819] ERROR

Exaltation Data

By

Raeka

To: Ryder

From: Raeka

The exaltation data you recovered has been most helpful. Some day we will fully understand exaltation and hopefully discover the means to stop it.

Forever thankful,

Raeka

Excavation from Havarl

By

Unknown

Translated from Shelesh:

Archaeologists on Havarl recently discovered what they believe are pieces from the oldest structure as yet found on the planet. These fragments were literally uprooted by mutating vegetation rising from an underground cavern. Though the exact cultural nature of this find remains unknown, teams of researchers have recently established a permanent dig site to search for more clues.

Exercise in futility

By

Gil

To: Ryder

From Gil

Your crew has started a regular poker game to try to improve their skills and try to beat me. I bet it was Peebee's idea. They've even roped poor Jaal into it.

So... I won't be needing a raise anytime soon. I believe there's going to be an infusion of funds coming my way.

If I was one for emoticons, there'd be a big goofy smiley face right here.

Gil

Exhibit Coming Soon

By

Unknown

Translated from Shelesh:

We're currently updating this display to bring you the latest in historical finds. Thank you for your patience.

Exo-Geo Studies and Planetary Detection

By

Elise Morgana

Login: Elise Morgana

The Scourge continues to defy our best efforts to see through it without costly physical force. Flying blind is not viable, despite the continued reassurance that only Remnant drive systems act as attractors to the charged energies within. Until we understand the full mechanism of this weapon—and we must remember that it is a weapon—we need other means of navigating it.

Governor Shie has been especially forthcoming in the weeks following the claiming of Meridian. We have received additional data about Scourge eddies that has allowed deeper scans. It has hinted at the reason why the angara were reluctant to provide such information: additional planetary systems and—I presume—additional angaran colonies.

I must repeat that it is only a hint, and that I've assured Shie that my concerns are purely navigational. But given the aggression of even the remaining kett, I can't fault her caution.

END LOG

Extremely Detailed Report With A Ton of Numbers

By

Evan

Hey babe,

Knew you'd click on this right away. Surprise! Love you.

Evan

Field comm terminal

By

Eric Camber

Arrived on-site

Login: Technician Eric Camber

START LOG:

We were right to survey here. Viability is huge. Just another beacon? Well, I'm just another tech, but I'll do what I can. One day at a time, we'll make it.

Loading my custom protocols. The EJR is better than a double-cafe-eezo-tease. Be done in half the...

(Static)

Goddamn it, looks like kett. Stand down.

(Static)

But the beacons! This is important!

(Static)

No input

No input

No input

Entering idle

END LOG

Field Report

By

Unknown

Translated from Shelesh:

Knoeth,

We made it to that mountain peak you had your eye on. You were right—it's an eiroch nesting ground. I wish you could see it, Knoeth. I've never seen so many infant eirochs in one place. They seem to be working together as a community to care for their young. It's a behavior no biologist has witnessed before. What we're seeing today could change eiroch research for years. I don't know how you knew this would be here, but your instincts were spot-on yet again.

I can't wait for you to see the holo-captures I've taken.

Final Proposal: Prof. N. Herik et al

By

Prof. N. Herik

Luckily, we have the angara: allies who conserve as a matter of necessity. The Scourge hampered their efforts, but we can build on their foundation, both to preserve and to learn how life flourished in both their galaxy and ours.

Final Record

By

Unknown

(It's a wonder this datapad survived the blast that destroyed almost everything else in the area.)

I guess they took me because they needed someone to fix their 400 series. Seems to be inefficient, leaking eezo. Said they would let me go once I fixed the thing. Will they? The leader, Jacques, seems unhinged. They could just kill me anyway. They say they've killed whole camps. And they'll just keep attacking others, just like they attacked us.

I could take out the entire operation with the generator. Disabling the coolant cycle would cause overheating, but there's the problem of the emergency shut-off. I'll need to keep it from engaging manually.

Heh, I'll be right next to it when she blows. I won't feel a thing.

Fire

By

Unknown

Translated from Shelesh:

My family died screaming on Voeld. I left everyone at our camp that morning to find a passage through the crevasse. We were only a day's march to the safety of Techiiix. I remember feeling hopeful that we might survive our ordeal, and then I smelled burning flesh. I ran toward the smoke knowing I was already too late. The kett left my family's charred remains in a jumbled heap, but I could still make out faces twisted in agony. My parents. My brothers and sisters. My husband and our children. All gone. I had never felt so powerless. I scattered their ashes as tears froze against my skin. Then I ran for Techiiix, where I met Akksul.

Flora Specimen Acquired

By

Unknown

Translated from Shelesh:

Lehka obtained samples of flora from the Forge with minimal difficulty. Droka was worried about uprooting specimens near some of the older pillars, but I was able to satisfy her concerns with some low-risk candidates on the site's fringe.

For now, we will focus on care, monitor water intake, and determine an average life expectancy. That will give us a baseline for future experiments.

Followed up on the Hydrologist

By

Liam Kosta

To: Ryder

From: Liam

Hey, Pathfinder,

Did some digging while you were talking to the important people. Seems the hydrologist on Eos, Jen Ng? Her file was left open because her husband works in Ops, and he didn't want to believe she was dead. Guy couldn't ask for confirmation on the ground, because of the lockdown on Resilience. So he just flagged it, left it open. So she wouldn't be forgotten.

I told him she wasn't forgotten. That we did what we could. And that she was part of the effort that saved us all. Because she was.

Every one of those people tried. Glad we finally got them the home they deserved from the start.

Liam

Formal request for Darket Tiervian, #28

By

Unknown [Mass Effect]

Making the request again, Bradley. I know it's not your fault. I know she's supposed to be second wave. But I want a trail so that when all this calms down in a few years, we can get proper outraged about how long it took to reunite families. Especially ones hurt during the Site 1/2 mess. You know "Broken Promise" is a thing, right?

Requesting the deployment of Darket Tiervian, W-84-Krispin. Exo-studies specialist.

Reason: she's an asset that will help viability. She's also my daughter.

For Prefect

By

Unknown

Translated from Tonaizhet:

You will enjoy hearing we are strong in this mission. But I write to tell you of the canyon pass. My scouts will not venture close. They say the ice is dark and holds dangers. They hear strange sounds. Some scouts never return. I request to abandon this route. There are things we do not know.

For the Commander

By

Unknown

Translated from Shelesh:

Commander,

I'm so sorry. We managed to push the kett back from Techiiix, but they knew we were coming. Had traps laid out before we even crested the peak.

Arjaan didn't make it. He went down covering our saboteur—took out nearly a dozen kett before he fell. You'd have been so proud of him. I wanted to let you know before word got back in a less delicate way.

I'll tell Eskaal to hold off on sending the notice. You should be able to break the news to your parents yourself. Commander, I truly am sorry. I know this must be difficult to read. But know that Arjaan Do Xeel was a hero today.

For the fallen

By

Graj de Voorisc

Translated from Shelesh:

Maaja Naes honored the Resistance. We fought beside each other through more battles than I can remember. I never saw my comrade's courage or determination waver. To those that find this message, know that Maaja Naes remained a champion of the Resistance to the end. Half the kett bodies you find at this site were delivered to oblivion by my friend's heroism.

It should be my body lying here. I let the kett get behind me. Maaja protected me from my mistake and took the blows meant for me. There's no time to honor that sacrifice. The kett that slaughtered our people at Daar Helast are on the run, and we can't let them escape. Maaja would want them to pay for what they did.

—Graj de Voorisc

For what it's worth...

By

Reyes Vidal

To: Ryder

From: Reyes Vidal

You're one hell of a woman.

Goodbye, Ryder.

Reyes

For what it's worth...

By

Reyes Vidal

To: Ryder

From: Reyes Vidal

I've never known a man like you.

Goodbye, Ryder.

Reyes

For whoever finds this...

By

Unknown

Translated from Shelesh:

The kett found one of my bugs. Used the signal to track me down. Managed to lose them, but they landed enough shots to ensure I won't last long. I'm shutting down the communication link so they can't use it against our scouts. If you find this, get it to the Resistance. Davja Kaas will know what to do with it.

It was an honor fighting for my people. Talvor out.

Forever grateful.

By

A. Gend

The chance we all needed.

A. Gend

Free for an interview?

By

Keri T'Vessa

To: Ryder

From: Keri T'Vessa

Hello, Ryder,

Word is: you had a successful mission on Eos. Well done! Want to come talk about it on camera?

Keri

Free Land For All

By

Sloane Kelly

Any resident of Kadara who wants their own piece of land is welcome to have it. The badlands are free for the taking and I encourage settlement. Our best chance for survival is developing this planet's natural resources.

Sloane Kelly

Fresh start

By

Unknown

My wife and I are settling into this homestead. Being exiled from the Nexus was a huge shock, I still can't believe Tann did that. But at least Sloane's watching out for us and giving us whatever land we want. We hope to make a life out here and we've got our very own lakeside property with a view.

Friends?

By

Reyes Vidal

To: Ryder

From: Reyes Vidal

I'm not a very good one, but I'd rather have your friendship than nothing at all.

Reyes

From the Desk of Director Addison

By

Foster Addison

To: Ryder

From: Addison

Pathfinder,

I'd like to commend you for your deft handling of Sidera Nyx. She hasn't pursued the issue of the Three Sabers, and as far as I can tell, this is entirely out of respect for you.

Thank you. This had the makings of a diplomatic nightmare.

Our institutions are the rafts to which we cling. And the strength of them cannot be compromised when there is a storm above.

Yours,

Director Addison

From Your Romantic Friend Jaal

By

Jaal Ama Darav

Lovely, Amazing Ryder,

Meet me on Aya. I have a surprise for you.

Jaal

Fun and games

By

Nakmor Drack

To: Ryder

From: Drack

Hey kid,

You ever play Fire-Breathing Thresher Maws of Doom? Heck of a game.

Vetra somehow scared me up a copy. Meet me at Vortex and we'll play.

Drack

Future out here

By

Nakmor Drack

To: Ryder

From: Drack

Bear with me for a second. An old krogan's about to get emotional...

Not long ago, I honestly wondered why I'm still alive. There were so many times I almost bit it. A lot of those times I deserved to.

Somehow I kept living. Living so long it's easy to feel like nothing matters anymore, beyond maybe the smile I get spotting a new scar in the mirror.

But when I see all we've done out here: Kesh's clutch. Meridian. Suddenly, the life I've burned and blown through has a real point. A reason to groan outta my bunk again and again: We're making everyone else's lives a little more worth living.

Thanks for helping me see that, kid.

Drack

Future Potential and Protocol

By

Unknown

This document is partially translated from the Jarda language:

Fourth stage protocol, guided adaptation of complex lifeforms for [IMPRECISE; ALT.: “infliction,” “benefit,” “defense”]. The machine of life [Meridian] will catalogue [IMPRECISE; ALT.: “weapons,” “survivors,” “successors”]. Final Selection for [Data Corruption]

[Data Corruption]

[Data Corruption]

[Data Corruption]

[Data Corruption]

Capacity for life [IMPRECISE; ALT.: “transference,” “efficiency,” “population”] reaches potential when the machine of life [Meridian] is unbound.

Network capacity: With the additions, unlimited

Number of worlds: Unlimited

Galactic reach: Unlimited

Heleus and the [IMPRECISE; ALT.: “design,” “mistake,” “promise”] will be answered.

Status: [Data Corruption]

Fwd: Thank you!

By

Kallo

To: Ryder

From: Kallo

Hello Ryder,

I got this from one of the returnees to the Nexus. I thought you might like to see it.

Just a reminder, if you ever need someone to deliver you to the jugular of those kett monsters, I'm there.

—Kallo

To: Kallo Jath

From: Sorbil Tane

I hope I've got the right person. Do you fly that ship, the Tempest? Someone told me one of our people was helping the human Pathfinder.

Thank you for getting us away from that terrible ship. The sights, the smells... they'll always be with me. But you and Ryder made sure they'll just be memories. Do us proud!

S. Tane

Galloway's Journal

By

Galloway

Prodromos is not exactly what they promised in the Initiative pamphlets, but it's real close. Hope hard enough and squint a little, and you can just see it. The menial jobs are tedious, but it feels better than running guns and drugs for Sloane.

Never should've been part of the uprising. Second chances are priceless.

Garden

By

Cora

To: Ryder

From: Cora

Thanks again for coming with me. If you want to know, the plants we seeded are...

—Tiral azhana, “handful of water,” a plant from Rannoch

—Common irssal, a Thessian blossom that smells like honey

—Lace-in-lilac, a flower they found on Eden Prime

...and a few others.

Garson investigation [CLOSED]

By

Unknown

File #1A98 - Addendum

Update to the missing persons report filed on Jien Garson: maintenance crew found her body in a Nexus apartment. Severe burns were apparent, similar to others we saw who were killed during Scourge disaster. It's unclear how she got there, but confusion and disorientation during the Scourge event are likely. Events align with the timeline.

CAUSE OF DEATH: Casualty of Scourge disaster.

STATUS: Case closed

Garson Notes

By

Jien Garson

Entry 1.1 (2819)

In 2179, once mentioned “A storm is coming.” Said “evidence was clear.”
Meaning?

Andromeda—why?

Hyperion, still no contact. Where is Alec? Did they get him, too?

Genealogy Update

By

First Sage Esmus

Translated from Shelesh:

Our contacts on Aya and Voeld have sent us more information about the extended families and descendants of several of our revered historical figures, including Ishaaf, Beshal and Zorai. I am looking for volunteers to analyze the data to ascertain the possibility of soul transfer.

Please let me know as soon as you can.

First Sage Esmus

Geophysics VI: Beta Build

By

Unknown

Patch Notes (Chief R. Lucan)

- GSV 2031: Streamlined interface with omni-tool (minimal lag)
- GSV 2093: Tuned voice recognition to recognize both “aluminum” and “aluminium”
- GSV 2105: Haptic interface no longer defaults to transparent
- Also resolves GSV 2027: Haptic interface not found
- GSV 2135: Customized SAM handshake protocols

Getting back to normal

By

Keri T'Vessa

To: Ryder

From: Keri T'Vessa

Hello, Ryder,

Well, things seem more settled. I've been outside a few times, and the threatening messages are tapering off. Would you like to talk? It'd be nice to see you... and hear about this Remnant city?

Keri

Getting serious.

By

Liam Kosta

To: Ryder

From: Liam

The game at Prodromos was great. Know what's also great? No more games. I meant what I said about getting serious. Now we just have to figure out what that means when there's so much left to do. I'm working on something just for us. Might take a little while, but the best things do. Keep pushing. For the Initiative. For Meridian. For us. I'm right there with you.

Kosta

(Liam has included a list of media titled Truth. It's too long to go through. It appears to be his entire library with no subfolders hidden. He notes "No secrets.")

Glad to be home.

By

Bahajoemi

So glad to have made it. Thank you, team.

Bahajoemi

Good news!

By

Suvi Anwar

To: Ryder

From: Suvi

Dear Ryder,

I thought you'd like to know that the science team has decided to name our first Heleus-Milky Way plant hybrid after you. It's not exactly viable yet. About 90% of them die shortly after germination and those that survive tend to be sterile, but we're getting there!

Okay, I just read this over and I feel like it could almost be taken as an insult, but I swear it's not.

Suvi

Good news!

By

Suvi Anwar

To: Ryder

From: Suvi

Dearest Ryder,

Okay, I'm too excited and I need to email you now.

So someone told me they're already looking at the jumpstart process for various companion animals. They think it might restore some feeling of normality and improve morale. Meaning dogs and cats! (Except Vetra apparently requested cats be jumpstarted some time back, and no one's sure why.)

Because I'm on the science team, I got to put my name on the list of potential adopter families for one of the puppies. Actually, our names—I hope that's not too forward of me, signing you up like this. It might be a lot of work. Our puppy will have to be a progenitor, to help build a stable population here.

My family always had dogs. It feels odd not to have one around. They make great warm footrests.

Anyway, start thinking of names! I always wanted a dog called "Rabbit." It would confuse so many people.

Suvi

Goodbye

By

Unknown

Translated from Shelesh:

My love,

I never planned to leave. Each moment I spent with you only brought me joy, even though you've never understood what you mean to me. There were moments I could have shown you how I really feel, but I wasn't brave enough. Not that you could have accepted me. Now I have to go, and I don't think I'm coming back.

I hope for a day when we owe nothing to anyone. I dream of a moment when we find each other again and claim the lives we always should have led.

—The message ends here—

Goodbyes!

By

Rhoderia Fieris

To: Ark Leusinia: All

From: Rhoderia Fieris

Making the big jump soon. Leaving all my love and best wishes. Go ahead and share out my stasis locker. Can't take it, can't worry about it.

We'll find help, promise.

Rhoderia x

Got a Lead

By

Chel

I figured it out. This is a treasure map! I know, I said that last time too but honest, this is a real treasure map. We just need to get permission to borrow one of the smaller scout vessels and we'll be rich in no time.

Chel.

Loaded on the datapad is a series of old scans. While some parts are still missing, the patchwork of maps clearly seems to point at a location within the Heleus Cluster.

*** (Design note, remove when sending to editing: Coordinates load into view on next galaxy map interaction, pointing at a UNC upon which a location is tagged under the name "X".)

Got a Lead on Ark Natanus

By

Avitus Rix

To: Ryder

From: Avitus Rix

Ryder,

I'm hearing rumors that scavengers found pieces of an ark on a planet called Elaaden. Might be nothing, but worth checking out.

Avitus

Got a Lead

By

Peebee

To: Ryder

From: Peebee

Hey, I've discovered someone who can help us find Poc. He might need a little convincing. When we go to Kadara Port, meet me in the bar, please?

Let's go get my bot back!

Peebee

Got a plan

By

Liam Kosta

To: Ryder

From: Liam

Come by when you've got a minute? Got an idea I want to run by you. Might help everyone deal with the craziness around here.

Kosta

Grazie

By

B. Garranti

Amazing ride.

B. Garranti

Guess What

By

Vetra Nyx

To: Ryder

From: Vetra

Guess what?

They want to name a gun after me. They might do one for everyone on the Pathfinder's crew.

Can you imagine the lines?

“You tryin’ to be funny? Nyx that!”

Sorry.

I need to work on my one-liners.

-Vetra

H-047c

By

Macen Barro

To: Captain Dea Praeton

From: Macen Barro, Pathfinder

[Attachment: Habitat 5 Profile]

Full report attached, but our new home's going to put Palaven to shame!

Macen

Hangar Control: Maintenance Log

By

Saydia

Login: Technician Saydia

HCML 0187 - Ergonomic adjustment. Installed driver update.

HCML 0188 - Ergonomic adjustment. Request filed for Ops Manager Tafena to learn about seat levers.

HCML 0249 - Captain's request: override for hangar door accesses. Override of launch permissions. Got a dozen escape pods launched today!

HCML 0268 - Launches complete. Reinstalling hangar door accesses.

HCML 0272 - Investigate repeated false alarms from hangar doors after reinstall.

HCML 0357 - NOT A FALSE ALARM SEAL ALL DOORS SEAL ALL D

Happy Landing Day!

By

Anders

Let's blow the roof off the place!

Anders

Havarl: Science Team Deployment

By

Benedict Geffen

To: Ryder

From: Benedict Geffen

Pathfinder Team:

The Nexus has approved the request for a multi-disciplinary team to be posted on Havarl (a.k.a. Habitat 3) to assist with the angaran efforts there.

Primary Team Members:

Dr. Hawkins MacIntyre (Xenoanthropology, Team Lead)

Zerra Kassian (Botany, Environmental Engineer)

Farley Berra (Entomology)

Cody Holdren (Quartermaster)

Both angara and Nexus teams have expressed interest in having the Pathfinder visit Havarl again to observe cross-cultural efforts.

Benedict Geffen, on behalf of Director Addison

Heading home

By

Lieutenant Hydaria

To: Ryder

From: Lieutenant Hydaria

Hey Ryder. Remember me? Hydaria? We talked at that nice outpost of yours, while I was taking care of evacuees from our ark.

Not any more though: we're heading home! With the Leusinia back at the Nexus, they've got the people and shuttles to get us back there.

They're saying none of it would have happened without you. I believe them. Thank you for everything.

Lt. Hydaria

Junior Officer, Ark Leusinia

Heads up

By

Kaetus

Sending down another group who couldn't pay their fees. Help the warden get them through processing. They're a rowdy bunch.

Kaetus

Heartfelt Thanks

By

Dr. Aridana

To: Ryder

From: Dr. Aridana

The families of my lost expedition asked me to convey their appreciation to you for finding their loved ones. It's always difficult when we lose people. But knowing what happened will help them begin the mourning process.

I hope your next excursion has a happier ending.

Aridana

Hello?

By

Unknown

Sorry to bug you again. I requested an update on Leah Wells a few days ago, and I haven't heard anything back. On my end, it looks like the message wasn't even opened. Is everything okay there?

Get back to me as soon as you can. And tell Leah to message me back.

Help

By

Herik

To: Ryder

From: Herik

Pathfinder:

It was marvelous to meet you! As a fellow adventurer in the sciences, could you help us with an experiment?

Hey from Kadara

By

Unknown

Hey, Kellog. The gang here has a bet going, and we need you to settle it. This Krex guy we keep hearing about—ask him if he's a real scientist and see how he reacts. Like, he's krogan, right? Don't they have brains the size of walnuts or something?

Have you actually seen him work? Can he count above ten? Ha! Okay, but seriously, you have to tell me what he's like. I hear he's a nightmare to work with. Come back soon so we can hear all the stories.

Hey from the Nexus!

By

Ellis

Fawkes—

How is it there? I heard Bradley has things up and running smoothly. I knew you guys could do it. Tell me all about Eos! It's boring here, so I have to live vicariously through you.

As for the advice you asked for, just be yourself. I know how you get when you're nervous. This special lady will like you a lot more if you just relax. You got this, buddy. Good luck!

-Ellis

Hey from the Nexus!

By

Ellis

Fawkes—

How is it there? I heard Bradley has things up and running smoothly. I knew you guys could do it. Tell me all about Eos! It's boring here, so I have to live vicariously through you.

Oh, you remember that girl I told you about? The asari? We're going out this weekend. I can't believe she said yes. Wish me luck! Now it's your turn, buddy!

-Ellis

Hey, asshole

By

Unknown

Don't think flying off o the ass-end of nowhere will save you. You still owe me 80k, and you're going to make good. If I have to cart myself over to that broken dump and shake the credits out of you myself, I will.

You better be making a haul over there. 'Cause when you come back, you've got me to answer to.

Hey, kiddo

By

Barruk

I know you'll yell at me for messaging you. Yeah, maybe I'll get in trouble. I don't care. Morda can kiss my ass.

You really should see the colony, Krex. We've done alright for ourselves. Good protection, a great deal with the angara in charge... even scientists working on agriculture. You'd like it here.

Vorn asks about you sometimes. Says if you want to come back, there's a place in his lab for you. It has to be better than whatever you're doing over there. Just think about it, okay?

Barruk

Hey...

By

Unknown

You left without saying goodbye. You're coming back, right? Did I do something? One second you're telling me I'm the guy for you, we should settle down, try and make the best of Kadara. The next...

Okay, forget it. You take all the time you need over there. Make your big score, like you wanted. Then you can come back. I'm not going anywhere. I'll be here. Waiting.

Holo of the Tempest

By

Unknown

Translated from Shelesh:

In Day 45 of Revolution 826, the ship known as the Tempest landed on Aya, and our people made first contact with sentient life from another galaxy, a human called Pathfinder Ryder.

Holy shit!

By

Unknown

We got to try out those Hydras today! I can't believe you left before they arrived! Shit, Caleb, if you could see them in action. With these babies in our lineup, we'll stomp the Collective, for sure.

Hey, I wonder if you could get a few for H-047c. I bet they'd kick some serious ass in low-G. Maybe you could give Krex an epic punch right in the quad. If you do, take a picture for me.

Hope

By

Unknown

Translated from Shelesh:

Akksul comforted me in my pain and rage. He had been a slave of the kett, and barely escaped one of their camps. He understood the horrors our people had faced for decades under the enemy's occupation. He reminded me of who our people were before. How we had bent the stars to our wills. The kett had taken our greatest achievements, but they had never changed who we are. Akksul told me of his new movement. He called it the Roekaar, a name from the distant past. A group of great warriors who defended our civilization.

Akksul offered a chance to reclaim what the kett had taken from me. Not my loved ones, but the sense of control I'd lost with them. I would never need to feel powerless again. I listened to his voice, saw through his eyes, and believed in him.

I appreciate the support

By

Zoe Wallsburg

To: ERROR: Addressee Not Found—Forwarding to [Pathfinder Ryder]

From: Zoe Wallsburg

Hi Kallo! I'm trying the new auto-address system you suggested. Hope it got your last name right.

I wanted to say... something. Thank you doesn't cover what it means to have someone share the burden. I'm tracking every credit, though. Prepare yourself for a windfall later.

Fly safe,

Zoe

Oops! Don't worry about this, Ryder. I'll take care of it.

Kallo

I blame you

By

Gil

To: Ryder

From: Gil

You know that guy Bailey you ran into on the Nexus?

Forwarded message...

Gil,

I have struggled to find it in myself to feel happy for you. For you and the Pathfinder, I mean. It's not that I don't want you to be happy. I truly do. I just can't escape the what ifs. What if I had made myself known to you? What if I hadn't balked all those times I wanted to wink at you? What if I'd had the guts to give you the XJ-7 converter I'd refurbished for you? What if [SNIP]

It goes on for 6 pages like that.

All I have to say is thank you. And I mean that dripping with sarcasm.

I shared this so you would know what I'm willing to put up with. Please don't ever bring it up, okay?

Love,

—Gil

I blame you

By

Gil

To: Ryder

From: Gil

You know that guy Bailey you ran into on the Nexus? Whatever you said to him, he decided to reach out to me.

Forwarding his message...

Gil,

I hope you are well. Our time working together on Nexus was invigorating, and I'm sure you are invigorating your colleagues on the Tempest now. I envy them, and your Pathfinder. But I suppose the work you're doing now, and the pioneers you're supporting, need and probably deserve to be invigorated more than the rest of us [SNIP]—

It drones on for 6 pages like that, before he asks me if I'd like to get a drink.

I feel invigorated now, don't you?

—Gil

I can't stop crying.

By

Siala Kennedy

It's so beautiful.

Siala Kennedy

I found something

By

Avela

To: Ryder

From: Avela

Translated from Shelesh:

Ryder,

I've been studying those relics you found, and I discovered an answer I've been looking for. Meet me outside the Repository on Aya.

Avela

I told Sid...

By

Vetra Nyx

To: Ryder

From: Vetra

... which may have been the worst thing I've ever done because she won't shut up about it.

She thinks it's the cutest because you're "soooo tiny." At least she got the "Ryder pathfound the way to your heart... and other things" joke out of the way early.

Sigh.

Worth it though, 'cuz of you.

-V

I wanted home, I got family.

By

L. Voth

Thanks to the team. I hope you found family too.

L. Voth

I'll make it matter.

By

D. Sutherland

Just like you, Pathfinder. Just like you.

D. Sutherland

I'm fine

By

Unknown

I know you're worried. But I'm okay, I promise. Elaaden is fine. Sure, it's about a thousand degrees, water is sold at a premium, and everyone is trying to kill me, but other than that I'm great!

That was supposed to make you laugh. Now I can just picture you worrying about me all over again. But really, I'll be okay. I got in good with one of the gang leaders here—Big Taran—and he's treating me alright. And the salvager who flies here from Kadara said she can bring me supplies, if I have the credits.

Bet I'm better off than you, scooping dust from a busted planet. Hang in there, okay? Life right now might be a little rough, but we're just backstage. Our time in the spotlight is coming.

I'm free!

By

Keri T'Vessa

To: Ryder

From: Keri T'Vessa

Hello, Ryder,

I'm out! Your visit must have shaken things up, hmm? Come on by the Nexus and I'll tell you everything—if you tell me all about that Remnant city you found! It'll be nice to see you without bars between us.

Keri

I'm ready. Are you?

By

Liam Kosta

To: Ryder

From: Liam

Come talk to me. With everything that's been happening, I'm not waiting any longer. I have a project that needs your special touch. It's time for us to make a leap.

Kosta

(Liam has included a list of media titled Ready. It's a mixed bag of genres, but all seem to end with lovers boarding aircraft, then cameras panning to romantic sunsets.)

I'm sorry

By

Unknown

Have to be brief. The kett took our equipment away, but they missed this data device. Interface is awkward, but it'll do.

They caught us at Eroesk. We stayed longer than we should've, hoping it would give others a chance. When you left, you told me not to do anything that would get me hurt. But when the alert came, I couldn't get on that shuttle. I wouldn't be able to live knowing I could've done more. That would've been the deeper hurt.

So I have done what you asked, though not quite in the way you intended, and I am sorry to put you through this.

Be well, my heart, and may the stars always shine bright for you.

I've been thinking...

By

Unknown

You ever stop and take a look at your life and think, “How the hell did I get here?”

I'm lying here, trying to fall asleep, and all I can think about is what life would've been like if I hadn't taken part in that stupid rebellion. I had this picture of how my life was going to go. But Sloane got people so excited, I just kind of went with the flow, without thinking of the consequences. Now I can't even remember what it was I wanted.

Sorry... late night thinking and all that. Nothing I can do about it now. I guess you always just give such good advice, you were the first person I thought to contact. I don't expect you to say anything to make me feel better. I just needed to get it out.

Sleep well. We'll talk soon.

Important Alert

By

First Sage Esmus

Translated from Shelesh:

This notification terminal has been experiencing occasional issues, namely: sudden memory dumps. Jarvay is due to look into it shortly. In the meantime, try not to tax the system too much.

-First Sage Esmus

In Case You're Interested

By

Lexi T'Perro

To: Ryder

From: Lexi

[Attachment: Krogan Virility and Aggression]

Ryder,

Attached is my krogan thesis that I mentioned to you. I know—only 500 pages—but I wasn't allowed to go over. If you get through it, I wrote a longer dissertation for the Citadel Journal of Medicine (around 1400 pages) that's much more insightful and includes mating diagrams.

Lexi

In your debt...

By

Sellers

To: Ryder

From: Sellers

I wanted to send my appreciation for clearing my dear friend Sanjiv's name. I hate to imagine the ordeal he was subjected to by the exiles who took him, but it does my heart good to know that he will be remembered as a faithful member of this incredible endeavor, and not a traitor.

Perhaps now, I can finally put the Nexus revolts behind me and start looking to the future.

Yours,

Sellers

In your debt...

By

Sellers

To: Ryder

From: Sellers

I wanted to thank you again for clearing my dear friend Sanjiv's name. Information doesn't always get disseminated on the Nexus—guess our fearless leaders have too much to do, huh? Had I not run into you, I might never have known what had become of him.

I am finally putting the revolts behind me and looking to the future.

Yours,

Sellers

Inspiration

By

Cora

To: Ryder

From: Cora

Ryder,

I thought about our talk, after the Leusinia. Got some inspiration. Come and chat next time we're both on the ship?

Cora.

Inspirational.

By

A. Hendyr

If anyone asks, you're family.

A. Hendyr

“Intelligence and Introspection” - Dr. K. Nigh

By

Dr. K. Nigh

At the Sensory Gallery on Kithoi Ward, I could step into a booth and artificially experience rain as a turian feels it. Elsewhere, I could smell like an elcor, or hear like a drell. But there is no booth where I could think like an artificial intelligence.

Try it. Imagine being two or three times as intelligent as you are now. You're likely already approaching the level considered “genius” for your species. Now keep going. Ten times. Twenty times. The mind reels, doesn't it? And you still aren't as intelligent as an AI.

Now consider how differently such a mind might perceive and interpret the world, compared to how you understand it. Think how different a sonnet might seem, or a sunset. Then ask yourself: what would such a mind make of our morality? The value of organic life?

My lab partners evolved a thousand light years away. But make no mistake. It is the life on our servers which is truly alien.

Interesting find

By

Kallo

To: Ryder

From: Kallo

Hello Ryder,

Liam found this on a Nexus message board and I thought it might amuse you.

Attached is a vintage-watercolor-style painting of the Tempest grounded on Meridian, with Kallo posing heroically in front of it in a scarf and old-style flight goggles.

I didn't imagine anyone knew what I looked like. You're the famous one these days. It's rather fetching, though. If I can get a clean copy, maybe I'll put it up somewhere.

Kallo

Interfacing: Budgeting request

By

Unknown

Interfacing going forward

Special budgeting request

Reporting: Data missing

(SAM override)

As of today, the Ryder siblings are still the only people able to directly interface with Remnant—and only the SAM connection allows the Pathfinder to do it without damage. It is a self-limiting adaptation. But there was a time when there was only one human biotic, and the mistake of the day was to say she was *the only one* rather than *the first*. This ability is demonstrably trainable. We must assume that, like biotics, it is something that can be assisted, and will spread in future.

To avoid the violence of Subject White, and to avoid the mistakes of BAaT training at Gagarin, we must begin preparations now. We live inside a machine made by aliens we can't comprehend. The next person to control Remnant cannot be an accident.

Welcome to New Zero. Let's be ready.

Interfacing: Long-term damage

By

Dr. Harry Carlyle

Reporting: Dr. Harry Carlyle

Assisting: Dr. Lexi T'Perro, SAM

The ability to activate Remnant technology without the SAM is an amazing adaptation, but the Ryder siblings have worked that “muscle” very hard in a limited time. SAM reports that at least in the Pathfinder’s case, normal brain function has not been affected. However, we can observe scarring on the occipital lobe and hippocampus. This fits with assumptions about Remnant, RE: interocular transfer and long-term memory. There are also stress markers throughout the corpus callosum, suggesting Remnant activation requires some deviation from cooperative hemispheric function. I’m not going there in this report. That split-brain business has always skeeved me out.

Recommendations:

- Ongoing monitoring of the Ryder siblings
- Restriction of Remnant interfacing unless SAM assists

This was one hell of a Hail Mary, and we all got lucky. Let’s not push it.

Interim Report

By

Unknown

Fortunate Greetings, Prefect Zgtt,

Although tired of the cold and close living, I have gratitude to be finishing my studies.

Parsing the electro voltaic [IMPRECISE; ALT: “medium,” “cultivation,” “impregnate”] sequence is my true challenge.

I hear of opportunities on Verakan—to study [IMPRECISE; ALT: “extirpation,” “??”, “annex”] harmonization for our empire.

It gives me reason to persevere.

Interim Report

By

Archon

Destined Pqtk,

You've achieved the work you came to Heleus to accomplish.

I now expect more.

Congratulations and tribute. One day you will be further exalted.

Archon

Interviews

By

Keri T’Vessa

To: Ryder

From: Keri T’Vessa

Hello Pathfinder,

I’m a freelance vidmaker, and I could really use your help with my latest project. It’s going to be historic, I hope, just like your mission.

Can we meet on the Nexus for a chat? I can explain better in person.

Keri T’Vessa

Intruder Alert

By

Unknown

Translated from Tonaizhet:

For immediate effect: Cease research operations and arm yourselves. I want the head of this lesser idiot mounted on the base wall by tomorrow.

One combatant, and you are thwarted again and again! Destroy it! I care nothing about what a “krogan” is!

Invasion

By

Unknown

Translated from Shelesh:

I followed Akksul across Voeld, and we found more like us. People who had lost everything to the kett. Survivors, lost and hopeless. He opened their eyes the way he had mine, and the Roekaar's ranks grew. We came to Havarl to build a place where we could plan in safety and hone the skills we would need to fulfill our mission of freeing our people from oppression. We didn't realize a new enemy had already invaded. Strange creatures from another galaxy hiding in a canyon. Akksul knew this was a sign. We were meant to find them.

We sent a group to confront this threat. The invaders shouted at us in a language we didn't understand, but we witnessed the truth of their intentions. We saw the weapons in their hands. We showed them we had weapons of our own, and they fled from our power. It was the first time I'd felt happy since the last morning I saw my family alive.

Invitation (Pathfinders only)

By

Captain Hayjer

To: Ryder

From: Captain Hayjer

Ryder,

How are you? Busy, I expect, like the rest of us. But it's no small feat to have so many Pathfinders back at the Nexus. We shouldn't lose sight of that.

When are you next on the Nexus? Come by Pathfinder HQ and we'll celebrate properly. Pathfinders only.

Hayjer

Invitation (Pathfinders only)

By

Zevin Raeka

To: Ryder

From: Zevin Raeka

Ryder,

I realize you're taken up with business, as we all are. But we shouldn't forget to celebrate our victories. The reunion of so many Pathfinders certainly counts.

Next time you're on the Nexus, come by Pathfinder HQ. We deserve an evening to catch up, all together.

Regards, Raeka

Invitation: Diplomatic Meeting

By

The Nexus Cultural Exchange

To: Ryder

From: The Nexus Cultural Exchange

To Pathfinder Ryder:

We are currently hosting the first angaran ambassador to the Nexus, Isa de Navar. Despite the importance of your duties, we hope your next return to the station will coincide with his visit. A cordial meeting between the Pathfinder to first reach Aya and the angaran ambassador could set the tone for our relations in the future.

Respectfully yours,

Launa T'Saphra

Chief of Staff, Nexus Cultural Exchange

Is this a joke?

By

Nakmor Kesh

To: Ryder

From: Kesh

Uh... what did you send me? At first I thought it was a joke, but no, you sent me a hostile AI.

Ryder?!

Got her set up all cozy and tethered in SAM node—but not before she spaced a couple crates of supplies headed for Podromos and displaced the gravity in Pathfinder HQ. I didn't tell Tann or the others.

For now, this'll be our little secret.

Issue on Elaaden

By

Kariste Archana

To: Ryder

From: Kariste Archana

Hello, Pathfinder.

There's something here on Elaaden I need your help with. Not the krogan—I'm handling them perfectly well. But this issue might be too big for me.

Find me at the outpost and we'll talk more.

Kariste Archana

Leader, New Tuchanka Outpost

It's mine!

By

Unknown

I don't know what those idiots who lived here before were complaining about. This is great. Got the whole place to myself.

Two ways of surviving out here: you either hide real good or kill anyone who crosses your path before they kill you. I can do both, so I'm all set. The Outcast isn't finding me all the way out here.

Besides, they never said it was a loan I had to pay back—how was I supposed to know? I'm going to beef up security around here just to be sure...

Jephro, the Founder

By

Unknown

Translated from Shelesh:

After the Scourge destroyed our civilization, chaos and fear ruled, and we lost sight of our true selves. Jephro took us away from that influence, so that we could remember the past with clarity.

Clear hearts know who we were once, and clear eyes see who we are now.

Job for you

By

Lachlan Faulkner

To: Reyes Vidal

From: Lachlan Faulkner

Mr. Vidal,

Word around Kadara Port is you're a man who can *acquire* and deliver items quickly and discreetly. I have need of such a man. Write me back if you're interested.

Lachlan

Just a simple thank you.

By

Hami Okiro

Like all the rest, it's just a thank you from a would-be pioneer.

Hami Okiro

Just a thought!

By

Lexi T'Perro

To: Ryder

From: Lexi

The crew's morale was boosted by movie night, so I thought we could make it a regular thing? I've got vids of some great extranet series, including Blue's Anatomy. Great drama, but enough action to keep Liam happy. Also, dreamy turians with fringe that can't be natural.

Anyway, just a thought.

Lexi

Just checking in

By

Cora

To: Ryder

From: Cora

Reports from the Archon's flagship sounded pretty harsh. Hope you're doing okay.

Something that gets me—when I can stop thinking about what happened to the salarians and the krogan—is all those Remnant artifacts the Archon had. This isn't just a mission for him. It's an obsession. I've fought people like that before, who only have one thought in their head that burns everything else away. They get very dangerous, very fast.

Watching your back.

Cora.

Just checking in

By

Colt

Hey, kiddo.

Hope everything's going okay down there. Rumors are spreading about the unfriendly locals, but I know it's nothing you can't handle.

Just wanted you to know the thing we talked about last week is happening. Sloane gave the sign tonight. We're doing it tomorrow. If it all goes as planned, I'm bringing you back here to celebrate. If not, well, it's been fun. No regrets, right?

Stay safe out there. Talk to you soon.

—Colt

Just checking in

By

Cora

To: Ryder

From: Cora

Wanted to check in. Things got heavy on the Archon's flagship. Still having flashes myself.

Something that gets me—when I can stop thinking about what happened to the salarians and the krogan—is all those Remnant artifacts the Archon had. This isn't just a mission for him. It's an obsession. I've fought people like that before, who only have one thought in their head that burns everything else away. They get very dangerous, very fast.

Watching your back.

Cora.

Just go for it

By

Unknown

We all see the way you stare at Kessia. From the way you two talk, it sounds like you knew each other on Kadara. I'm gonna go out on a limb and guess you came here for her.

Just ask her out. You were one of the best smugglers on Kadara, and now you're sitting pretty on a big score from this venture. If that's not Most Eligible Bachelorette material, I don't know what is. Besides, for a turian you're not half bad-looking. She likes you, trust me.

Do us all a favor and close the deal with Kessia. We're sick of you mooning over her.

Justice

By

Graj de Voorisc

Translated from Shelesh:

In the end, the kett learned to fear us. They fled like a pack of cowardly adhi, and we fell on them like hungry eirochs. The battle was short. I'm alone now, staring at the sky as my life drains away.

If Maaja had been at our side—if we hadn't lost so many others getting here—we might have survived. I can't speak for my fallen comrades, but I regret nothing. The innocent people of Daar Helast are avenged. The kett will never forget the price they paid for invading our home and killing our loved ones.

I have to go. I hope whoever finds this message will take up my cause.

—Graj de Voorisc

Kadara

By

Vetra Nyx

To: Ryder

From: Vetra

Ryder,

Don't worry, Sid didn't do something reckless. This time. As far as I know.

I've just found something cool on Kadara. Wanna meet me there? I'll send the navpoint as an attachment.

-V

Kaerkyn

By

Superintendent

Superintendent's Note: Don't get too close. One tried to get at me through the bars. They don't seem trainable, but Meriweather's stubborn.

Kallo thinks I'm crazy

By

Suvi Anwar

To: Ryder

From: Suvi

My dearest Pathfinder,

Kallo thinks I've lost it because I keep smiling and giggling for no reason. Except it's not for no reason. You're the reason.

Suvi

Keeps a sense of humor and rarely takes things seriously

By

Suvi Anwar

To: Ryder

From: Suvi

Dear Ryder,

I thought you'd like to know that the science team has decided to name our first Heleus-Milky Way plant hybrid after you. It's not exactly viable yet. About 90% of them die shortly after germination and those that survive tend to be sterile, but we're getting there!

Okay, I just read this over and I feel like it could almost be taken as an insult, but I swear it's not.

Suvi

Keri's in trouble

By

Hakim Barakat

To: Ryder

From: Hakim Barakat

Ryder—I'm Keri's producer for the documentary. Something's happened. Come by when you're on the Nexus next. We should talk.

Hakim

Kett combat account

By

Decanar Gunner

Translated from Tonaizhet:

Reporting: Decanar Gunner

Account: Combat with species: other

Comment:

A small survey craft passed at 313-35.a. Insignificant threat, but Invictor ordered us to fire on it. No more eyes allowed in our space. The craft was hit, but evaded additional volleys before finally impacting. Fine pilot. Wreck recorded (pt.13.11.1). No recovery planned.

End report

Kett Exaltation Tool

By

Unknown

Translated from Shelesh:

Until recently, we knew this was a kett tool, but didn't understand its purpose. Scholars have recently determined it's used in the exaltation of our people. Though it may be difficult to look at, it's important we learn and understand exaltation, to protect ourselves and our loved ones.

Kett Exhibit

By

Unknown

Translated from Shelesh:

First contact with the kett varied among our homeworlds. While the kett sought to confuse Havarl with silence, they murdered the ambassador on Voeld. They turned our worlds against each other, and took advantage of the confusion and chaos. It's important for us all to learn from this moment in history, and to present a united front in the face of adversity.

Kett Facts

By

Lexi T'Perro

To: Ryder

From: Lexi

Ryder,

I've started my thesis on kett anatomy and thought you would enjoy some of the interesting facts I've discovered.

- Kett have 332 bones in their body (For comparison, human adults have 206)
- Kett have no reproductive organs
- Similar to turians and quarians, kett are digitigrades
- The bone-like armor that covers their bodies are actual bones
- The kett have double the amount of taste buds as the average human

Lexi

Kett Surveillance: Week 0042, Novoa Bav

By

Unknown

Surveillance Records

0600: Group of five kett leave base to deal with roving wild wraith herd.

0710: Kett leader makes daily report to unknown superior.

0920: Glitch in feed. Unsure what's causing it.

1050: Kett leader checks weapon for fifth time today.

1530: Feed cuts out for two minutes. Reported.

1623: Kett leader delivers hour-long speech to underlings.

1700: Kett leave in the direction of Hjara. Reported. Possibly incoming attack.

Kett Surveillance: Week 0042, Novoa Fev

By

Unknown

Surveillance Records

0500: Shift change.

0700: Kett leader goes to console, speaks with unknown.

0820: Kett patrol returns. Reports nothing unusual.

0910: Kaerkyn enters camp. Quickly dispatched.

1059: Kett comes close to bug location.

1100: Kett leader checks weapon.

1549: Kett leader checks weapon again.

Kett Surveillance: Week 0042, Novoa Sabay

By

Unknown

Surveillance Records

0300: Kett leader reports in. Immediately checks weapon.

0641: Static on feed. Cuts out for seven minutes.

0839: Kett leader dispatches patrol in rover. Unsure of destination.

0910: Feed gone dark. Reported.

1200: Feed still down. Possible issue with network.

Knew it would work out.

By

C. Pernia

They said we were good as dead, but I didn't see it, so I knew we'd come back from the brink.

C. Pernia

Krogan Colony Heist

By

Nakmor Drack

To: Ryder

From: Drack

Kid,

Need to talk to you about the krogan colony. Something's up.

I'll be in the galley.

Drack

LAST STAR IN THE SKY - DELSAE ORTHYSA

By

Delsae Orthysa

...and closed my office door.

She was a dream, all right. Dressed for ten decks above us, skin smooth and blue like the sea at twilight, with eyes that promised to tell me everything I'd want to hear.

"You're a private investigator, Mr. Fletcher?" she said, glancing around with a smile. "I wonder if you couldn't find yourself a nicer office."

"I did, ma'am," I said. "You weren't here for the last one."

"I hope you'll have better luck with my case," she said. "I'm Roma T'Fabris—and yes, you've seen my family on the news vids lately." That sweet smile faded. It felt like losing a childhood memory. "My sister, Jedora, has been missing for two weeks now. The C-Sec Executor cares only for chasing leads that'll look good on camera. But I'll pay well for someone who gets me results, not ratings."

I reached for a cigarette. "You put me in a bind, Ms T'Fabris. That's one interesting case you've got there—the last message your sister left for her boyfriend, the broken tooth on her pet varren—and I know you're good for the credits." A snap of my lighter lit the cigarette and I leaned back. "But last time I crossed the Executor it nearly cost me my license, and my neck. Hell of a risk to take, even for such an... attractive prospect."

Roma leaned in, hands clasped, right into my cigarette smoke. Didn't blink,

and that smile was tickling at her mouth again. “How about for a new partner?”

Latest Shipment

By

Ykaari

Crux:

Shipment 30075 is in and ready for your inspection.

Ykaari

P.S. What are peanuts and why do we need 20 lbs of them?

Leaving

By

Unknown

This whole thing turned out to be a nightmare. The water is toxic. The lake is a death trap. It's like the planet wants us dead. Now Sloane is ordering the badlands turned into some sort of prison colony. My wife and I are leaving right away. No time to pack. We're not staying one more minute out here.

Legacy

By

Unknown

Translated from Shelesh:

These worlds have always belonged to us, from the moment our ancestors saw them through ancient telescopes. We claimed them when our first explorers reached the stars, and they remained our worlds even after the Scourge divided us in darkness. Outsiders have no right to these treasures, and true angara must stand ready to defend our birthright. This is not a matter for debate or diplomacy. The kett have already shown us that everything we love will be taken from us if we don't strike back. The governor of Aya is a weak coward, and the so-called leader of the Resistance has failed us by not exterminating the new aliens the moment they met them.

I have scattered these memories for whoever finds them. If you are angara, learn from my experiences and join the Roekaar. If you are not, know that we will destroy you.

Leusinia: Crew Complement

By

Unknown

Bridge Crew - 2/7

Maintenance Crew - 0/20

Security Team - 0/15

Medical Team - 0/17

Engineering Team - 0/12

CAUTION - KEY SYSTEMS CRITICALLY UNDERSTAFFED

ADVISE AGAINST CIVILIAN STASIS REVIVAL

ADVISE IMMEDIATE REVIVAL OF VITAL PERSONNEL

Override Authorization #2443 Theris, S

Comment: Families first, SAM.

Override Confirmation #2443 SAM-Leusinia

Comment: Immediately, Pathfinder.

Like they said

By

L. Silveira

A small thanks, from no one important. Yet.

L. Silveira

Little Hiccup on Kadara

By

Christmas Tate

To: Ryder

From: Christmas Tate

Hey, Pathfinder. Minor problem here at the outpost. Probably nothing, but I might need you to look into it for me. Fair warning: it's a little weird.

I'll tell you more when you get here.

Christmas Tate

Leader, Outpost Ditaeon

Little Mouse

By

Unknown

Stumbled on a small roaming gang today. Mentioned they were headed to watch “Little Mouse” work his magic. Said he’s the chosen one to lead us all to glory, that if you give him a gift, he protects you from the heat. You can bet I took note of that—this Little Mouse has a tidy pile of goodies in his camp. Think I’ll follow this bunch of idiots and see how this plays out.

Location of Experiment

By

Unknown

Research Note: We've located the perfect site for experimentation on live test subjects. Kadara's "badlands" offer unsupervised access to unwitting test subjects free from any lawful or ethical constraints. We've managed to get ourselves banished to the territory and smuggled our equipment out. We've gathered test subjects from several species in a single location and will commence Phase 1 testing immediately.

Log: Botany Analysis

By

Alison May

Login: Botany Consultant Alison May

New entry: What are you hiding, Eos? The plants exhibit sporadic hyper-growth, despite an environment that can sandblast paint. I'm starting to suspect an electromagnetic trigger. I detected a signal of some kind, definitely alien, but that's not my field. Uncertain if deliberate. Vector noted.

END LOG

Log: Botany Analysis

By

Alison May

Login: Botany Consultant Alison May

New entry: What are you hiding, Eos? The plants exhibit sporadic hyper-growth, despite an environment that can sandblast paint. I suspect an electromagnetic trigger. I detected a signal of some kind, definitely alien, but that's not my field. Uncertain if deliberate. Vector noted.

END LOG

Log: Continuing Botany Analysis

By

Jann Caswell

Login: Botanical Assistant Jann Caswell

May was definitely on to something. Eos' plants respond to electromagnetic fields. Guess that tells them when it's safe to go into hyper-growth? I'm trying to get a full specimen for analysis, but digging them up is a two-person job. Everything here has roots like hardwood and it's hell to pull them out. Another adaption against the storms? Makes sense, but it doesn't seem like they've had enough time.

Good water yield if you're desperate, though. And we are.

END LOG

Log: Data Key: Aman Kothari

By

Aman Kothari

Login: recognizing Specialist Engineer Aman Kothari

New entry. I was right, Chief. It was a mistake to dismiss the mobiles as limited. Connectivity and signal detection from a huge distance. The link must be in that part we can't dissect. An irreducible core, like the Prothean artifacts on Mars. That's why I became an... wait. Pause recording.

—

Resume. I'm remote-recording now, which should give you my position. Abandoned the optics to lead them away. They've countered any attempts to evade. I should be scared, but they're marvels. Eos may seem like a death trap, but we're standing on the next... Ahead of me? Clever thing. Is that a ferro-adaptive serration? So beau...

END LOG

Log: Lennie Ducasse

By

Lennie Ducasse

(Selections from Lennie Ducasse's datapad.)

"Looks like there's a gang of Nexus rebels who've made their home out here. Saw one of them lurking when I took the truck out for recon. Followed him on foot to their cave. They're well-equipped. They must be trading with locals, or something. I'm tempted to say they're better equipped than we are. Makes you mad."

"You know, I always felt like the Nexus rebellion had a point. The things they did to get those people off the ship... heh, it makes me sick to think of it. We were here for a new beginning and there we were, fighting amongst themselves. Then the cover-up. I don't know. Sometimes I think the rebels had the right idea. Going it alone, I mean."

"Attacked today. The Nexus rebels. They took some of our meds. So that's where they're getting their stuff. Raiding. They seemed to try to make sure no one died in the raids though. Vernon went off on me when I mentioned they didn't kill anyone. Typical. Doesn't like trying to see from someone else's point of view."

"Requested a refuel and new drill tips. Denied. Don't know why I even try. Half of these mining ops, we're running on fumes. Damn it."

"I did it. I told Vernon and the others I'd go deal with the rebels, to stop them from raiding our camp. And I just surrendered to them, told them I wanted to be part of their crew. They were accepting. I don't want Vernon and the others to get injured so I gave them the info about our stores, the timing of supply runs and such. If the mining op runs out of supplies, they'll have to

leave, and then we'll have this place to ourselves.”

Log: Losses to kett assault

By

Holden

Login: Security Specialist Holden

New entry: We're hiking back. Can't risk the kett tracking our energy output. They're getting very good at that. Or they've just decided to stop toying with us. Killed Nari and Collin. Parker is wounded and won't shut up about it. Hang on... Pause.

Resume. Sandstorm. Had to take shelter, but got lucky. This cave is a kett storehouse. Looks like they're collecting our gear to ship off-planet. Food, the buoy drive, and... the hell? Holden, is that a pod? That's an ark escape pod. Where the hell did they... hold up. The Invictor? Pause.

Manual resume. Almost to Site 2. Keep low and don't give them a reason to come looking. Wait, can they? Shut that off! Shut...

END LOG

Log: Moira Barres

By

Moira Barres

I'm the only one left I was so sure, so sure, it was just a matter of days. They had to know we were out here. We just had to last a little bit longer. Anything to keep us going. I should've just given up. Could still look at my reflection then. But then I thought: "We just have to maintain caloric intake. Meat has calories." Lost half my humanity when I suggested it the first time. Half of that again when we went through with it. The rest of it in nibbles.

Even if the Nexus locks on to the signal, I can't go back. I'm laughing thinking about what I'd say to Juniper's family back on the boat.

Hope. In this place, hope will keep you alive, and it will kill you.

Turned off the beacon. Guess this is it.

Log: New Designs, Departures

By

Senior Foreman Adriano Fonesca

Login: Senior Foreman Adriano Fonesca

Tried out the new pin design on the shelters today. Only time will tell if they actually hold together when the next storm rolls over. At least it should be easier to find the pieces this time?

Shorty's pitching for an evac back to the Nexus. "Too many kett, not enough water, no hope," he says. "I'd rather sell supplies and sleep on the deck than lie awake listening to the storms one more night." Can't say I disagree. Losing three of my guys to the kett made me wonder about leaving too. But I asked him what I asked myself: what's back on the Nexus for pioneers? Isn't Eos what we signed on for?

It has to be.

END LOG

Log: Outpost Manager Z. Wilcox

By

Z. Wilcox

****Error! Data corruption due to power restriction.****

Partial entry recovery:

...making the call, whatever Farthingale says. I'll do what's necessary to survive these storms. The Nexus won't care about standard procedures—nothing's standard in Heleus, or down here on the ground. The manual can go in the trash where it belongs. If we live, we're writing a new one.

-Outpost Manager Z. Wilcox

Log: Samantha Bristol

By

Samantha Bristol

Login: recognizing Operations Engineer Samantha Bristol

New entry. I actually outran them! Holy smokes! Fine, the storm kicking up probably did more, but I'll take any victory right now. I saw their ship take off mid-battle. Even the kett respect Eos' storms. I'll rest up and try to find my way back to Resilience.

Jacine... I hope you made it too.

New entry. I keep getting turned around. My compass can't keep a clear bearing. What the hell? Is there something buried nearby that's affecting it? I'll ask Chief Engineer Lito when I get back.

New entry. Still lost. Dust storm. Getting scared. Please. Someone?

New entry. Someone's there all in white, Jacine? Please Jacine.

END LOG

Log: Site 2 Work Crews

By

Grace Lito

Login: Chief Engineer Grace Lito

My radiation shields are dead, but I finally made it to Site 1. Promise is a ghost town. Damn it, there's got to be something the storms and rat-pack salvagers didn't take away.

Without the project, Site 2 is done for. Our crews get torn apart faster than we can patch things up. And we hear that *thing* at night—can't pretend it's the weather any more. Wind doesn't roar like it's hungry.

Update: Managed to pry enough components out for the project and patch up my shields. I'm heading home to Site 2. If it's still there.

END LOG

Log: Supply situation

By

Kay Farthingale

Login: Technician Kay Farthingale

They divided the rations again. Tonight's menu: soup with a couple of crackers each. Hope we're not too hungry to prop up the south building tomorrow, but there's nothing else for it. Can't forage because the weather's deadly, can't grow crops in those winds, and the Nexus can't feed us and themselves...

No. Don't think about it. There's talk going around of getting back to the Nexus, but if we can't find an answer, who can? We dared to put our bootprints here. We were first! Me and Theo promised to stick it out, even if we end up being the last.

END LOG

Logs of Kett TOC Surveillance

By

Intelligence Officer Kaas

Translated from Shelesh:

To: Commander Do Xeel

From: Intelligence Officer Kaas

Transcripts, as requested.

START LOG

[1103] Beniska: Stars, Tseek! Look!

[1103] Tseek: I told you, I'm not interested in your collect—

[1103] Beniska: (loudly) No, the kett base!

[1104] Tseek: Skkut, that's a big ship.

[1104] Beniska: Are those—

[1104] Tseek: Looks like fighter aircraft. They're bringing in more troops, bigger guns.

[1104] Beniska: That's not... good.

[1104] Tseek: I'm going to Kaas. Keep watching. Log everything.

END LOG

Long-range Comet Studies

By

Dacy Sturges

Reporting: Technician Dacy Sturges

Subject: Persistent celestial events

As we wake more specialists and focus on traditional astronomical studies, we're tracking several unique phenomena throughout the cluster. The Scourge continues to mask long-range mapping, but, in this case, it's actually helped. We're tracking a group of comets with peculiar mass signatures, suggesting they are exceptionally high in pure precious ores. In fact, Alphonse has nicknamed them "The Precious Few." We don't have many ships with the speed to approach, but observations would be valuable in every sense.

Lost Data

By

Unknown

In trying to understand exaltation, I sent a team to _(UNC)_ where the kett did early trials on their krogan subjects.

They managed to secure vital data from the kett logs, but in their escape had to hide it.

Our efforts to retrieve the data have been fruitless.

Love Symbol

By

Vetra Nyx

To: Ryder

From: Vetra

Liam tells me “<3” is a thing that humans like sending each other...

Just so you know, I vaguely remember Kesh saying that Nexus leadership has access to all Tempest email servers, since the Tempest is Initiative property and all Pathfinder team activities should be subject to Nexus oversight. Not saying Tann’s looking at our letters, just saying he *could*, if he wanted to.

So, yeah, unless you want Tann to know what the Pathfinder’s up to in their free time (i.e. the Turian on board), maybe keep the emails pretty tame? Unless you DO want to give Tann some kind of aneurysm...

Ah, possibilities.

V

Mail from Angara Resistance HQ

By

Evfra de Tershaav

To: Ryder

From: Evfra

Word's reached me that you found a pre-scourge angaran AI and that you chose to keep it for yourself and send it to the Nexus.

What's wrong with you?

Jaal explained that the AI itself was hostile and wished to go with you. Regardless of your stance on freewill for artificial intelligence, I would have liked to have made that call myself.

Paraan Shie was ready to close the Embassy. It's only because of your continued work against the kett that I was able to persuade her against it. I assured her that you would be as cooperative with all data you discovered because of it. Right?

Please try not to be so stupid next time.

Making contacts

By

Liam Kosta

To: Ryder

From: Liam

Head's up: First thing I did after Aya—figure out who to really talk to. Because we all know, the ones in charge, they're not "on the ground." Jaal had some pointers, and I got some names from smaller angaran colonies. It'll be a while before they trust us, but it's all about exposure. Saw it all the time in crisis response, especially post-combat zones.

Lo-consul Verand. If you see any messages from her, it's just me reaching out.

Kosta

(Liam has included a list of media themed to First Contact. Genres include hard science fiction, and an asari vid about first contact with humanity, titled How They Must See Us.)

Maraan, our Shelter

By

Unknown

Translated from Shelesh:

The rest of our people have always mocked and despised us. When Jephro decided we would live apart from them, we needed to be safe. Maraan was able to use what she knew of Remnant to find us a home here, on the construct we called Mithrava—“sanctuary.”

Matriarch credits

By

Nakmor Drack

To: Ryder

From: Drack

Last time I was on Kadara, I met this asari at Kralla's who said she'd let me in on a little score.

Apparently, there's this matriarch who came over on the Nexus. Only she died in stasis. My contact says she's next in line for the old lady's credits. A lot of credits. And get this: she says she'll split them with me. Trouble is, there's red tape. Transfer fees. And she's having trouble mustering up the credits to clear 'em. Asked me if I could cover the transfer cost.

I tried to bring Vetra in on this, but she says it's a scam. I'm not so sure. Seems like a pretty good opportunity to me.

Drack

Me too!

By

Alora

So many thanks!

Alora

Meditations

By

Unknown

Translated from Tonaizhet:

The storms are endless. They tear through the new aliens and our own defenses are often inadequate. But the old technology remains unmarked and barely scratched, when it should be eroded to sand.

The Invictor commands that we ignore our orders to study it. I obey, and thus I meditate on my questions privately. Purpose, order, continuity. The old technology embodies all these great values merely in its survival, and raises more questions. What purpose? Whose order? What continuity of form?

But study is forbidden, for now. The enigma that unrolls at our feet must go unanswered, in favor of our short-term goals. But it will wait. It has waited all this time.

Meet My True Mother

By

Jaal Ama Darav

To: Ryder

From: Jaal

Ryder,

I've been telling my family about you and my time on the Tempest. I'd love for you to meet them and see where I grew up.

My true mother, Sahuna, is especially interested in meeting you. Next time we're on Havarl, let's stop by.

Jaal

Meeting with Akksul

By

Moshae Sjefa

To: Ryder

From: Moshae Sjefa

Pathfinder,

Jaal expressed that you wished to meet with Akksul. It has been a long time since he and I spoke; he was so changed by the kett, it was difficult to talk to him. But perhaps enough time has passed, and together we can reason with him. I've arranged a meeting at my laboratory on Aya. Please come at your earliest convenience.

Isharay,

Moshae Sjefa

Memo: Security Status

By

Able Bryant

Current Security Status: Medium

Issuer: Able Bryant, Moonyard Super

Marlo and strike team successful. Stole a large transport from the krogan colony on Elaaden. Huge thing, just like the boss said. Contents include weapons and seeds. Currently docked at Moonyard B.

Boss is on-site to see what's salvageable.

While the transport is docked, security status remains at medium. The krogan may want it back.

Memo: Security Update

By

Able Bryant

Revised Security Status: High

Issuer: Able Bryant, Moonyard Super

Reports of breach from southern pass into the yard. Multiple casualties.
Transport stowaway AWOL.

Raising security status. Shoot first.

Memorial Garden Dedication

By

Unknown

Translated from Shelesh:

We rose from nothing to touch the stars. Made homes on many worlds.

Do not mourn what the kett stole from us. Celebrate what still remains.

All things reach their end and make way for new life to fill the void.

The worlds and people we lose will return in time. Family grows forever.

We dedicate this garden to those who are not here with us, but who will one day return. This place is for them.

Message for Alvis

By

Unknown

Got plenty of helium-3 soil at this site, but I think we'll deplete it pretty quickly. Once we finish here, head back to the base. Krex will add it to the stash.

In case you didn't get the new passcode, it's 63&&[DATA CORRUPTED]

Message for Grel

By

Arvis

Grel,

We had to pack up and follow the fish. They're actually pretty smart to keep on the move like this. Just use the signal to find us.

Vann speared a little one—I think it was a calf—and the rest of them went berserk. Nearly drowned her. She'll get hypothermia at this rate, so we sent her back to the medbay. Means we're a hand short, so get here as quick as you can.

-Arvis

Message for Krex

By

Unknown

Look, asshole. You can harass me all you want, but it won't make my guys work any faster. You'll get your helium-3 soil when we're good and finished.

You want to ship this back to the base yourself? Fine. But leave my team alone. Passcode is %[DATA CORRUPTED]&2

Message for Narris

By

Unknown

Narris,

I screwed up. Waited 'til they finished shooting, then came out of hiding. The loot was there, babe. Ready and waiting for us. I got distracted, didn't see one of the Outcasts was still alive. Managed to put her down, but not before she got a shot in where it matters. I'm not going to make it.

Bet you're already on Elaaden now. Wish I could've made it there with you. I'm sorry. I love

Message for Nick Thanopoulos

By

Unknown

People are talking here. Saying that Eos isn't viable, that things aren't going like they expected. I think you should come back.

I know what you're going to say. "I didn't sign up for the Initiative to stay trapped in a floating tin can." And I promise, you can have your adventure. Later, when they've had more time to plan for your safety. Mom told me to make sure you don't get in over your head, and that's what I'm doing.

At least think about it, for me. And check in more often. I've started to adopt Mom's worry. Already chewed through the nail of my pinky finger. It's up to you whether I keep the rest of my nails intact.

Love you.

Message from Akksul

By

Jaal Ama Darav

To: Ryder

From: Jaal

Ryder

I've received a message from Akksul.

Forwarding it to the meeting room. You should see this.

Jaal

Message from Captain Dunn

By

Captain Dunn

Attention Hyperion personnel:

After a 600-year voyage, the good news is we're exactly where we're supposed to be: We have arrived in the Heleus Cluster, Andromeda Galaxy, year 2819. All stasis medical personnel should report for duty immediately. Give the Pathfinder Mission team revival priority, and prep its members for field reconnaissance.

Reports of an unusual celestial phenomenon in the cluster are being investigated. Updates to follow.

Captain Dunn

Message from Jien Garson

By

Jien Garson

Hello, Traveler, and welcome to your first day in Andromeda! This is the dawn of a new era for all of us. As you recover from stasis, know that you're in good hands. In a few short hours, you'll be leaving the Hyperion and joining thousands of your fellow colonists as you chase your fortunes and build the new life you've always dreamed about. It's been a long wait—but I promise you it will be worth it.

Jien Garson

Founder, Andromeda Initiative

Message from New Tuchanka: Troubling Kett Activity

By

Nakmor Clan

To: Ryder

From: Nakmor Clan

Pathfinder,

Nakmor scouts recently returned with a troubling report. Two kett ships crashed on a plateau on Elaaden after taking damage flying through the Scourge. One scout swears she saw one of the ships firing upon the other as they went down, but we are unable to verify this claim.

If there are survivors from this crash, the desert will quickly claim their lives. However, we believe the circumstances surrounding the crash unusual enough to warrant bringing to the attention of the Pathfinder.

The Nakmor Clan of New Tuchanka

Message from Suvi

By

Suvi Anwar

To: Ryder

From: Suvi

Hey,

Meet me at the laboratory on the Nexus. I have something I want to show you!

You'll love it. Promise!

Suvi

Message from the Resistance

By

Commander Anjik Do Xeel

Translated from Shelesh:

Eska,

Due to the horrific attack on Eroesk, I'm instructing all daar leaders to be prepared to accept refugees. Please let Mariv know to make the survivors his top priority. They've seen the loss of their homes, their families—the least we can do is give them a safe space.

I'll send a supply donation from Aya to help with your extra costs. Thank you for your kindness and cooperation.

-Commander Anjik Do Xeel

Message from Voeld: Intel on Kett

By

Raelis

To: Ryder

From: Raelis

Greetings, Pathfinder!

My name is Raelis. I serve the Angaran Resistance. Some of our scouts have returned with interesting information about the kett that I'm certain will intrigue you. I will wait for you on Voeld. Please come soon!

Raelis

Message to Anointed

By

Unknown

The shuttle fleet returned to the control center. We received a capture of 13 stock and encrypted information on their cell locations. This servant anticipates breaking the code within the week.

Message to Anointed

By

Unknown

Control is sending a fleet of shuttles to Havarl tomorrow. We anticipate breaking the planet's defenses soon. We'll have plenty of new stock for the facility.

Message to Anointed

By

Unknown

Control sends word of 20 new shuttles ready for deployment. This servant humbly recommends sending them to Eos, where they will crush the newcomers before they can grow too quickly.

Message to Avela

By

Torvar

Translated from Shelesh:

I know you told me not to go near the ancient crash site that surfaced, but I had to give it a shot. You were right—too difficult to get there. Remnant chased us off before we got halfway down the ravine. Hopefully you can get here yourself. You were always good at dodging those machines.

Though I don't know how safe it'll be with those outsiders roaming around... the spiky ones. Have you seen them? I don't know how to feel about it.

I got off track. The point is, you were right. We're still studying the monolith, but I'll let you know if we find anything you can mention in the Repository.

Torvar

Messages to the Nexus

By

Unknown

Translated from Shelesh:

Subject: Join our fight

You proved you can fight the kett on Voeld. The Resistance doesn't impress easily. Stand with us. Together, we will take this war to the enemy's home. We'll make them feel terror. We'll show them despair. We will break the kett, and when that's done, we'll share the rewards of victory.

Messages to the Nexus

By

Unknown

Translated from Shelesh:

Subject: Thank you

I remember the first time I met the Moshae. It was one of the greatest moments of my life. She has done so much for our people. When the rumors began that she'd been caught by the kett—and worse, killed—I lost hope for our future. You restored it. I don't care what anyone says. I believe you came to save us.

Messages to the Nexus

By

Director Jarun Tann

To: Ryder

From: Director Jarun Tann

Ryder, I've been reviewing all the messages you forwarded from the angaran populace. On the one hand, it's encouraging to see the positive reaction. But on the other hand, this is historically very unlikely. Any time two species meet for the first time, there is bound to be suspicion and even outright fear. From what I've heard of the angara, they are not a naive people. I highly doubt your reception is this positive. I wonder if perhaps you've been selective in the messages you sent? I needed the unvarnished truth. That's critical if there's to be any hope of avoiding miscalculations in our relationship with the angara. I'll pursue my own avenues to gather more information.

Director Tann

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Director Tann

Messages to the Nexus

By

Unknown

Translated from Shelesh:

Subject: Why are you here?

What impulse drove your people to cross darkspace? What have you come here for? Do you expect us to believe you're just explorers who want to live in peace? I think you fled something terrible. I think it might follow you here.

Messages to the Nexus

By

Unknown

Translated from Shelesh:

Subject: Let there be unity

Before the Scourge, angara were one people. It took centuries after that disaster to find each other again, and by then we'd been divided too long. That's how the kett were able to conquer us. The war forced us back together, but now you've upset the balance. Some don't trust you. Others want you to save us. Divisions are forming. If you're really here to help, keep our people united.

Messages to the Nexus

By

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To: Ryder

From: Director Jarun Tann

Ryder, I've been reviewing all the messages you forwarded from the angaran populace. It's encouraging to see that even in these initial phases of contact, we have supporters among them. Though it's equally clear we have our work cut out for us in winning over the rest. But I'm confident you're on the right track. I would have been surprised if the angara hadn't expressed skepticism. First contact is a complicated situation and if roles were reversed, I'd be suspicious of them if they arrived on our doorstep. Thank you for passing these messages along. They'll provide invaluable insight as we navigate these tricky waters.

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Director Tann

Milky Way System Exhibit

By

Unknown

Translated from Shelesh:

Located millions of light years across dark space, the Milky Way galaxy is the origin of our newest Heleus residents. Though smaller and darker than Andromeda, the Milky Way is home not only to the species we've met, but also to countless sentient lifeforms. From the graceful hanar to the powerful elcor, dozens of unique species coexist, making the Milky Way a cultural and social melting pot.

Missing persons report (J. Garson)

By

Unknown

Garson investigation [CLOSED]

File #1A98 - Addendum

Update to the missing persons report filed on Jien Garson: maintenance crew found her body in a Nexus apartment. Severe burns were apparent, similar to others we saw who were killed during Scourge disaster. It's unclear how she got there, but confusion and disorientation during the Scourge event are likely. Events align with the timeline.

CAUSE OF DEATH: Casualty of Scourge disaster.

STATUS: Case closed

Missing persons report (J. Garson)

By

Unknown

File #1A98

Andromeda Initiative founder Jien Garson has been reported missing. She was last seen during the emergency stasis revival that occurred after the Scourge encounter. A bulletin has been issued.

Movie Night - finishing up

By

Liam Kosta

To: Ryder

From: Liam

Wow, Movie Night's an idea that picked up speed. Sounds like this will be even better than I planned.

Come by? Got a thought for one last finishing touch.

Kosta

Movie Night plans

By

Lexi T'Perro

To: Ryder

From: Lexi

Ryder,

Liam's Movie Night seems to be catching everyone's interest. Especially Drack and Peebee. They're—well, perhaps we should talk. We might head off a medical emergency before it happens.

Lexi

Moving forward.

By

Paul Mugman

Being stuck in stasis was rough, but it was nothing compared to what you did. Thank you.

Paul Mugman

Much love.

By

Jatory Reese

New worlds. Can't wait.

Jatory Reese

Mural

By

Unknown

Translated from Shelesh:

A team of artists from each of our homeworlds—Aya, Voeld, and Havarl—worked together to create this mural. It depicts the centuries of hardship we endured as a result of the Scourge, but also the reunion of our people to build a strong, resilient society.

My paper!

By

Suvi Anwar

To: Ryder

From: Suvi

Dear Ryder,

I've attached my paper on Heleus soil, in case you were looking for some light bedtime reading.

Once again, I'm so honored to be here!

Suvi

[SERVER MESSAGE]

The attachment heleuspedalogy_sanwar.ait has been categorized as spam and is now quarantined.

My thanks.

By

Jen Zi

A radiant victory, team. Thank you all.

Jen Zi

Need advice

By

Unknown

Translated from Shelesh:

I had an encounter with one of the outsiders today, in that disgusting pit they call a port. He tried to steal my supply cache while I had my back turned. I called him out, and he made enough noise to attract friends. Suddenly I was looking at a five-to-one fight, so I ran.

Was that the wrong thing to do? Should I have faced them, knowing they could have killed me? If I had died, maybe Evfra would've finally taken the action we need. Or maybe he would've ignored it completely. I feel like such a coward. I wish I was brave, like you. You would've taken the whole lot of them, no matter the odds. You're the soldier the Roekaar need.

I'll be better next time. I'll be ready.

Need To Speak With You

By

Jaal Ama Darav

To: Ryder

From: Jaal

Ryder,

I've received an update on Akksul. It isn't good. Please come see me in my room.

Jaal

Need your assistance.

By

Director Jarun Tann

To: Pathfinder Ryder

From: Director Tann

Ryder, there's a matter I'd like your assistance with. Please see me.

Director Tann

Never mind

By

Gil

To: Ryder

From: Gil

You know how I'm out here searching for me true purpose? Yeah, poetry ain't it.

“Heleus, are you healing us?” Sheesh.

Gil

New Journal: Ana Carrell, Day 1

By

Ana Carrell

Look at this place. It's more beautiful than I could've ever imagined. Millions of data strings, just waiting to be discovered. If only I could access them. There are secrets in this place—I can feel it. If I can figure out how their protocols work, I think these sleeping robots could be useful to us.

The storms outside have grown worse. If I try to go back now, I'm dead. They've messed with my comm—I can't leave, and I can't call for help. Besides, who would I call? Most of the outpost is dead already. Fortunately, it seems the technology in this place keeps the radiation away. I have enough food to last a week. I'll attempt to weather the storm and contact the outpost when I get a chance.

New Journal: Ana Carrell, Day 8

By

Ana Carrell

My food supply ran out yesterday. Not that I can eat anyway. The temple keeps the radiation away, but I can feel myself grow weaker from my exposure to it outside. It's eating away at my insides.

Eight days and the storm hasn't died down. I don't know what I'm going to do. If I leave, the storm kills me. If I stay, I starve to death—if the radiation poisoning doesn't get me first. I need to think of a way out. I'm a data scientist surrounded by machines. There has to be something I can do. A way I can use them. I'm going to try to wake them up.

New Journal: Ana Carrell, Final Entry

By

Ana Carrell

I was stupid. Tried to hack into the protectors of these ruins and they turned on me. I shouldn't have touched them. I managed to hide, but they got enough shots in that I know I'm not going to make it. At least now I'll die quickly—better than to watch the radiation slowly melt my insides.

But there's something the Nexus needs to know. After they attacked me, the machines started working. Repairing... no... creating land. I think they have the ability to fix this planet. If you find this, upload it to the Nexus. I want them to know what happened here. To see the potential this world has for them. These things—Remnant—I think they're the key to our new life. We just need to unlock it.

I'll always believe in Jien's vision. I don't regret anything.

Good luck,

Ana

New Project

By

Peebee

To: Ryder

From: Peebee

Heya! I've got a new Remnant project in the works. It's gonna be big! Come say hi in my room on the Tempest, will ya?

Peebee

New Recruits

By

C

Crux:

New batch of recruits are headed your way. Put Octans on them. He did well with the last bunch.

- C

New stock

By

Unknown

Translated from Tonaizhet:

New stock captured in the west. Many for work camp. Some for higher purpose. You will be pleased, I am certain. I will send one to you—male. Strong. Genetics stable. It will suit the mission.

Then we speak of my elevation, of course.

News from Eos

By

August Bradley

To: Ryder

From: August Bradley

Pathfinder,

I could use your help with something Hainly's working on. I don't fully understand, so I'll let her explain it. She'll brief you when you get here.

August Bradley,

Leader, Prodrornos

Nexus Report on Krogan Colony

By

Unknown

Colony Name: New Tuchanka

Location: Elaaden

Estimated Population: 700+ (about 1,200 krogan came to Andromeda)

Key People: Nakmor Morda (leader), Jorgal Strux (potential agitator), Nakmor Drack (Initiative freelancer, grandfather of Nakmor Kesh)

The colony is thriving by krogan standards. They are storing water and have enough to be self-sufficient. They have time for entertainment. There is a fighting pit. A distillery. Even a greenhouse, where they appear to be growing plants in an attempt to sustain the colony long-term. This is spearheaded by a botanist named Vorn.

The krogan built their colony into the side of a sinkhole. Some construction materials were apparently taken from the Nexus. Other materials are locally sourced. The compound is heavily guarded and it is difficult to get in unless you are krogan.

Nice planet.

By

B. Elba

Inside-out or not, feels like New Earth to me.

B. Elba

Nightmares

By

Thaldyr

To: Akksul

From: Thaldyr

I dreamt of the camps again. I thought one couldn't feel pain in dreams, but I did. My back ached from exhaustion. And my skin stung from where they cut me. Even after I awoke, I could feel the kett in my scars.

All I want is to sleep.

Joven,

Thaldyr

No Angaran Recruits

By

Kaetus

Our recruiters have reported a number of angara interested in joining our ranks. Some of you have even encouraged them. Stop. At least for right now, the Outcasts are for exiles only. Not all angara are happy about our rise to power. Until we know that our “new friends” can be trusted, they are not Outcast material.

Kaetus

No hard feelings.

By

Vetra Nyx

To: Ryder

From: Vetra

What it says on the box.

We're all adults. Glad it's sorted out

Vetra

No Subject

By

Akksul

To: Ryder

From: Akksul

Human,

“To hate blindly is as dangerous as to trust blindly.” An old angaran proverb, one of many I have forgotten somewhere along the way.

This is not an apology. I don't know if I will ever be able to look upon an alien and not feel hatred. But what I did to Jaal was wrong. So I must try.

Akksul

Non-Work-Related Email from Jaal

By

Jaal Ama Darav

To: Ryder

From: Jaal

Ryder,

I told Liam and Peebee and Lexi a children's story that the mothers used to tell us when we were small. It's from our oral history of the time before the Scourge. The crew said I should write it down so that it can be added to the cultural center on the Nexus.

The Wayward Child

Long ago, there was a child who was very stubborn and wouldn't listen to any wisdom—not from her father, nor her many mothers. One day, seeking adventure, she snuck aboard a spaceship with an unknown destination. That child was brave to seek adventure; however, she ended up getting spaced with a load of garbage. Deservedly, she froze in the cold vacuum of space and died. The End.

I don't know why the crew enjoyed it; it's a terrible story meant to scare youngsters into obedience. Is this a novelty to your people? If so, how do you humans keep children from hurting themselves?

Jaal

Not going to gush

By

Gil

To: Ryder

From: Gil

Who am I kidding?

Coming to Andromeda was the best thing I've ever done. Not because I'm doing work and part of a team I can be proud of. Not because I'm getting to test and push myself in ways I never could have back home. And not because I'm becoming a virtuoso poet.

It's because I met you. You're my true purpose, Ryder.

Not to mention, if I hadn't come along, I'd be dead for at least 550 years by now.

Yours (don't you doubt it for a second),

Gil

Note

By

Unknown

Myra:

As you've noticed, Sloane's upped security in Kadara. It's no longer safe to complete transactions in the port. Got a new spot in the slums. Merch is still good.

Note from Annea

By

Annea

The human Pathfinder always travels with at least two heavily armed companions. One of them might actually be one of those very large krogan creatures. My point? Be safe, be cautious. Take nothing for granted. If this works, I get my revenge and you get the second half of your not-insignificant fee. Everyone wins.

- Annea

Note from Annea

By

Annea

I am told your friends were killed while attacking the human Pathfinder.
While I imagine financial gain is no longer your sole motivation, I will pay
you a higher fee for a second attempt.

Do not fail this time!

No more lives will be lost to this meddler.

- Annea

Note

By

Unknown

Translated from Shelesh:

Inform Akksul that the govataan has been thoroughly searched. All civilians are accounted for.

Notes: Assistant Torvar

By

Assistant Torvar

Translated from Shelesh:

An incredible find out in the field last week. A shuttle from before the Scourge surfaced down in the ravine. From afar, it looks like the crash site is remarkably preserved, especially to have withstood Havarl's elements.

I know Kiiran tasked me with studying the monolith. But maybe I could make my way down there and check it out. Just a peek, to see if there's anything for Avela.

Notes: Moshae Sjefa

By

Moshae Sjefa

Translated from Shelesh:

BEGIN DICTATION

After years of staring at these vault plans, so much of it still remains a mystery. Not that we haven't tried. Still, after what happened, maybe it's best to leave the vault alone now.

We've spent so long on Aya striving to learn whatever we can about the Remnant and their amazing constructs. I see our future in these Remnant plans. Call it intuition, scientific intuition if you will, but I've marked it down here for posterity. We'll see what unfolds.

Notes regarding Exaltation

By

Unknown

Translated from Shelesh:

The question isn't how the kett genetically modify us, but why. If Exaltation is their reproductive process, kett are a model of inefficiency. If they can transform one lifeform into something so radically different, then surely the kett must also be capable of creating clones. Wouldn't that provide more satisfactory results, especially for such a xenophobic culture?

The goal of incorporating useful genetic material from other species into baseline kett genetic material doesn't fully explain the level of effort they expend. Exaltation is a lengthy and labor-intensive activity. What I witnessed at the facility didn't feel like mass-production. It was almost religious.

There's so much about our enemy I need to understand.

Notes to shut Tann up (1)

By

Nakmor Kesh

RE: What did the Archon actually do and will it kill us?

Please summarize this in a form that Director Tann can easily digest. I'd like him off my ass at our earliest convenience.

We're examining everything, including the "Archon's Eye," his omni-tool equivalent. Many functions remain unknown and seem specific to exaltation (forwarded to Genetics, re: krogan). It appeared to allow the Archon to externally manipulate the SAM connection, but it's unclear how useful the Archon's own data will be. He clearly wasn't aware how difficult it would be to attempt to interface with Meridian, despite observing the hemorrhaging the Pathfinder suffered while interfacing with far smaller Remnant elements.

The data from SAM suggests the Archon managed to poke some form of maintenance protocol. The Remnant that he "summoned" were enacting some form of corrupted cleaning behavior. The Architect was itself in some state of construction/disrepair.

As for Meridian's "activation," that was not the Archon. The simplest analogy is that touching any system was akin to approaching a motion-detecting light. As soon ships approached, Meridian began to transition out of dormancy.

Notes to shut Tann up (2)

By

Nakmor Kesh

RE: What did the Archon actually do and will it kill us?

Continued: Could Meridian be weaponized? Technically, anything can be weaponized if you throw it hard enough. Note: do NOT say that to Tann.

We're getting into "who are the Jardaans and what did they intend?" territory. Signs point to Meridian being a life-lab or seed world, and that includes aggressive terraforming through networked vaults. This *could* be dangerous. But while it is tempting to look at the "purge" state of vaults and wonder if that could be turned into a planet-wide event, we've seen no evidence of that capability.

(Do not send the below section to Tann. Not helpful.)

Some pedant says that ever since the 2037 outbreak on Earth, every military-run human lab has had protocols for emergency sterilization of facilities. Salarians have similar fail-safes, again in military facilities. Has anyone asked whether the Meridian sphere and connected vaults were considered "civilian" enterprises? We know that the Scourge was a weapon and that the Jardaans were deliberately targeted, but we've no indication *why*. Seems like we'd want to know that.

Notice: Building Regulations

By

Gulnaz Bin

From: Gulnaz Bin

Hey, everyone. As we continue building new structures, remember that building is like firing your shotgun into a pack of varren: adjust your SAFETY FIRST.

We don't want to focus on the "cons," so let's have a "pro-versation" about safety:

- Please wear helmets while building unless you really don't want to.
- Don't use the welding torches for tattoos unless you're sure it's something you want on your skin forever.
- Quit stealing supplies. We've got computers, we know you're doing it, and we'll shoot you.
- Only add guns to things the plans say should have guns on them.
- Don't fire your guns into the air in celebration unless you shout that you're going to do so beforehand.

Thank you.

Notice: Social Interactions (Updated)

By

Gulnaz Bin

From: Gulnaz Bin

Hello again, everyone. It's time for a little "care-frontation."

It's great that you studied the courtship material, but implementation has been tougher than boiled vorchas. Our medics have noted that the nettles you all are gathering and giving to each other in bouquets are poisonous. The females have been patient so far by only breaking your bones, but let's not test that any further. I'm pleased that our lone fatality was the stupid little pyjak who stood outside in the middle of a thunderstorm holding a sonic amplifier over his head in an attempt to gain breeding privileges.

Our own warlord has seen the trouble we're all having, and we will now be taking part in what she says is an ancient Earth tradition that is going to cut through the garbage and sort this mating stuff out for everyone.

Polish your suits and puff up your humps, males. The Nakmor Morda Dance is next week, and the females will be sending out invitations to the males they wish to accompany them!

Notice: Social Interactions (Updated) (Updated)

By

Gulnaz Bin

From: Gulnaz Bin

Females, though you have been trained not to do so, be honest in what you want. Males, grow a quad and communicate.

Let us all remember those we lost at the Nakmor Morda Dance. In a way, they are the true heroes.

Notice: Social Interactions

By

Gulnaz Bin

From: Gulnaz Bin

All right, everyone, most of you are used to either gender-segregated camps back on Tuchanka or mostly male mercenary work offworld. But now we're all together, and it's time for us to make the most of this "probletunity."

With females sending breeding requests and males asking many questions about fertility, we've had some good dialogues so far, and in most cases, everyone has already recovered from their injuries. To that end, we've added some mandatory cultural education:

Blasto 6: Partners in Crime: Notice Blasto and Blasto's partner's sister agreeing to engage in mating rituals. Blasto's partner does not attempt to assert authority over his sister or shoot Blasto for mating with his sister without permission.

Fleet and Flotilla: Bellicus and Shalei are good models for behavior of a couple that is interested in courting despite cultural differences. Do not sing, though. Nobody sings while mating. That's just a thing they do in vids sometimes. I cannot stress that enough.

Krantt Hardly Wait: Now I know some of you got offended by having a young krogan court a human female, but since the vid is literally about a krogan male trying to learn appropriate courtship behavior, you are all going to shut up and watch it. Also, Vega Bull Jr. does a great job as the human female's father, and he should be made an honorary krogan.

Asari Confessions 26: True Blue: Couldn't hurt.

After that, we recommend that you try some “edu-tainment” in the form of one of the dating-sim vids available at any kiosk. I can think of few better ways for us all to learn about romance than by playing an interactive game on the subject.

Notice: Turret Upgrades

By

Wik Skarrin

From: Wik Skarrin

Warlord Morda told me to upgrade the turrets before I left for APEX training, so I'm going to be pouring a little fire on them to make sure you're not crying like a volus with a busted suit as soon as I leave. Keep your IFFs up to date. I'm going to be firing off test rounds, and I don't want my little gun friends to mistake you for a kett.

Also taking requests. Anybody want cryo ammo in these? Maybe incendiary? Let me know if you want to shatter your enemies or just laugh while they roll around trying to put themselves out.

Also, also, any kills the turrets get count as mine for the colony standards.

Notice: Turret Upgrades (Updated)

By

Wik Skarrin

From: Wik Skarrin

Did you all see how my turret blew up AN ENTIRE KETT GUNSHIP? I mean, yes, I'm pretty sure you saw it, because apparently the explosion damaged the optic nerves of some males who weren't wearing the safety goggles. Males: the goggles are your friends. Trust the goggles.

I'm off to APEX training, but I've left the codes, and you can contact me for help if they're killing everything too fast and making the rest of you pyjaks look bad. You're all the best krantt a female could ask for.

Let's show this galaxy what we can do!

Also: keep those IFFs up to date. I installed a behavior algorithm where the turret actually gets "happy" when it kills things, like blood rage but for a turret, and I'm PRETTY sure it works as intended, but you never know. Have fun!

Obey this order!

By

Invictor

Translated from Tonaizhet:

Reporting: Invictor

Account: Final orders

Comment:

I will say this only once. Focus on the new aliens that have arrived. I don't care about off-world orders. It's obvious to me that the old tech does not and cannot give us what we need, no matter what is still hidden. But these new arrivals have understandable, usable technology. And they may be viable for more uses. If we return with answers about them, that serves and raises me. Answers about the old tech only serve the order we have. You want to raise me. Or you'll find yourself the subject of collection and study.

End report

Observation Log

By

Unknown

The krogan and asari show no signs of neural disruption. Their patterns remained entrained.

The salarian shows signs of some resistance with occasional breaks in pattern. Will likely need to adjust for salarian physiology.

To be on the safe side, entry code has rotated to 9XA2.

Observational Notes

By

Unknown

Node: ASR

The asari node has been designated for psychosocial extrapolation and analysis with special emphasis on deviant or criminal behavior.

Note: asari mental capacity appears highly attuned to social investigations wherein emotional values are an important factor.

Node: KRG

The krogan node has been designated for analysis of military subjects in order to form cohesive war planning and strategic calculations.

Note: Compliance is high; minimal mental resistance to entrainment observed.

Node: SAL

The salarian node is designated for advanced mathematical calculations.

Note: Frequency entrainment drop-outs have been observed; salarian metabolism may be a causative factor.

Note: Awareness of experiment has been repeatedly observed; induced memory wipes only temporary.

Node: TUR

The turian node has been designated for astrophysical and astronomical observations.

Note: ****DECEASED AND REMOVED FROM NETWORK****

Note: The subject's neural pathways overloaded while calculating Scourge gravitational anomalies and caused the subject to expire.

Offer: Custom Microfabricator

By

Kariss Jinsinluk

By: Kariss Jinsinluk

Good working condition. Uses interlocking brick system to generate custom designs patterned as needed. Comes with instructions for template work.

No reasonable offer refused.

Warning: Don't step on the pieces.

Offer: Varren Jerky

By

Korten Ewudz

By: Korten Ewudz

Yes, real genuine varren jerky, just like your battlemaster used to make it. It's the kind of jerky you can put between your lip and gum during a fight, and the smell of blood mixes with the taste of salt and sends you into blood rage that much faster.

Will be taking offers all week. Serious inquiries only.

Offer: Varren Jerky (Updated)

By

Korten Ewudz

By: Korten Ewudz

I've gotten some questions, and I want to make it clear that yes, this is genuine varren jerky. Not textured proteins covered in salt so that you can't tell the difference. Not some garbage I came up with that kind of tastes the same. This is prime-cut varren, slow-roasted klixen-style and then marinated in pyjak sauce. It's ready to kick down the door to your mouth and charge in shotgun-first to assault your taste buds. I've got a full crate, and the best offer takes them.

Offer: Varren Jerky (Updated) (Updated)

By

Korten Ewudz

By: Korten Ewudz

Of course it's cloned, you whiny bunch of vorchas. I said it wasn't textured proteins. I never said it was original meat. It's built from a template of preserved tissue, though. You can ask a scientist. It's real varren meat, even if it never hung on a bone itself. Now quit whining and make an offer.

Offer: Varren Jerky (Updated) (Updated) (Updated)

By

Korten Ewudz

By: Korten Ewudz

I'd like to offer a clarification. It was brought to my attention that while Clan Korten uses "pyjak sauce" as a general term for any flavored liquid topping meant to be reminiscent of the classic sauce, some people assumed that this was real sauce made from genuine pyjaks. This is not the case. The sauce on the jerky is a family recipe adapted for our new home here, and I'd serve it to my own clan with pride.

Offer: Varren Jerky (Updated) (Updated) (Updated) (Updated)

By

Korten Ewudz

By: Korten Ewudz

As an additional clarification, I should point out that as there are no klixen in this galaxy, it is impossible for them to have been involved in the roasting process of this varren jerky. “Klixen-style” was only intended to mean that the meat had been flash-roasted at high temperatures and then tenderized with an acid bath to lock in the flavor. I apologize for any confusion.

Offer: Weapon Repair/Upgrades

By

Kariss Jinsinluk

By: Kariss Jinsinluk

Got a weapon that uses special parts and isn't worth paying for expensive repairs on? I've got a custom microfabricator and several hundred years of experience getting old guns firing again. Maybe you need a chemical spine augmentation on the stock, or maybe an internal reskin of your barrel can help your firearm stop pulling to the right and give you the accuracy you remember.

My microfabricator uses polymer printing to form interlocking bricks that can be adapted to any shape. Might not be pretty, but we'll get you shooting again.

Bring your old guns and something to offer.

Oh, Ryder...

By

Reyes Vidal

To: Ryder

From: Reyes Vidal

I should've known you couldn't just stand by. Always the white knight. It's why I didn't tell you about my identity—the Collective is nothing but shades of grey and blurred lines.

No doubt you think saving Sloane was the “right thing” to do. It wasn't. She'll bring war to Heleus. I only hope I can recover my assets in time to stop her. And that you won't try to stop me.

Reyes

Old and new aliens

By

Decanar Engineer

Translated from Tonaizhet:

Reporting: Decanar Engineer

Account: Alien survey and investigation

Comment:

We are delayed by the installation of generators to collect power. The Invictor doesn't care about the old tech. He says they can't give us what we need. I would ask for clarification about who has authority, but the last of my team to raise the issue was decapitated. Clear enough. The latest waste of time is the new aliens (of the Initiative). The Invictor had us toy with them, but his attention drifted. We destroyed their outpost, which was also wasteful. We could have bled them for many more (months).

End report

On the Proper Conduct of War Against the Kett

By

Unknown

Translated from Shelesh:

“Though we face an enemy that will not stop until our entire civilization ceases to exist, it’s important we not abandon the principles of basic morality. The kett must be defeated, but not at any cost. It won’t matter if our future generations can live without fear of death or enslavement, if that freedom was achieved through genocide or other barbaric crimes...”

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One more try...

By

Gil

To: Ryder

From: Gil

The angara

Have a bar-a

Where Peebee got tipsy

She's a flirt

Even alert

But sauced, she's a pixie.

60 hours straight keeping your ship afloat. Does it show?

Gil

Outcast Code of Conduct

By

Kaetus

Been getting a lot of reports lately about misconduct towards the locals. These actions will not be tolerated. Sloane's trying to build a better Heleus. One the Nexus promised, but failed to deliver. Wearing Outcast colors means you represent her. And I won't have anyone representing Sloane dishonorably. Since it seems like we've all got different meanings of honor, I've made a code of conduct. Follow it or deal with me.

1. No disrespect towards Sloane or your fellow Outcasts.
2. Public beatings are for disciplinary measures only.
3. Drunkenness is fine to an extent.
4. Don't antagonize the angara, but don't let them get away with shit either.
5. You got a friend interested in joining the Outcasts? Great. Send them to the recruiter. All new members must go through proper channels.
6. No unauthorized contact with the Nexus.
7. No association with the Collective.
8. No sleeping on shift.
9. No fucking on shift. Off shift, do whatever you want. But I don't want to know about it.
10. Protection fees are non-negotiable. All fees must be collected on time.

Don't charge more or less.

If anything is unclear, see me, but none of this should be hard.

Kaetus

Outcasts and Collective

By

Unknown

We caught one of your Outcast dogs sniffing around our camp. You want him back? Make it worth our while. Bring a generous donation to the navpoint attached, and we'll see about getting this straightened out. And hurry—we tend to get trigger-happy when we have to wait.

- Your friends in the Collective

OUTGOING MESSAGE: Happy birthday!

By

Astor

Emily,

How does it feel to be 28? I'm sorry I can't be with you, but I hope you live it up with your friends on the Nexus. Go wild!

Did you get my gift? I built the kennel especially for him. I know he can't replace Buster, but they say if you raise an adhi from a pup, it'll bond to you for life. Give him a good name for me—and talk me up so he knows I'm on your good side.

I hope you have a birthday as amazing as you are. Next year, we'll celebrate together. You, me, and the lil' scrapper. I love you!

—Astor

OUTGOING MESSAGE: Taoshay

By

Unknown

Translated from Shelesh:

Amalja,

No matter what happens, I love you. I don't regret a single moment—even this one. I'll tell the sun and stars about you.

Be happy, taoshay. Don't forget me.

Paavoa!

By

Unknown

Translated from Shelesh:

Paavoa, mama!

Nishya says I shouldn't bother you, but I'm sneaking a message to you in case you forgot about me. Is it very cold there? I'm happy it's warm here in the city. Did you get my drawing? Nishya says you keep people safe in Techiiix, so I imagined you as a hero with a cloak made of stars.

I miss you so much. I hope you come back soon! Bring me a present! I love you!

Paper Trail

By

Undisclosed

To: William Spender

From: Undisclosed Recipient

Spender,

We received your supplies, but I'm not sure how you expect us to keep pressure on the krogan. It's half of what you promised. Maybe we can throw rations at them?

I'm starting to think trusting you was a bad idea. Have you even used that scrambler I gave you? I bet it's just lying around your quarters or something.

You've got a title. That means power. Use it.

Aroane

Pathfinder Team Field Manual

By

Unknown

****First Contact Protocol****

In the event any member of the Pathfinder Team encounters intelligent alien life, it is imperative that “first contact” protocols be strictly observed. The Andromeda Initiative holds the principles of peace and cooperation among our highest ideals. Aggressive action against extraterrestrials is only permitted when hostile intent is clearly demonstrated and Pathfinder team members are at obvious risk of injury or death.

Pathfinder Team Field Manual

By

Unknown

Introduction

As a member of the Pathfinder Team, you play a critical role in the Andromeda Initiative's efforts to establish a foothold in the new galaxy. The team faces many challenges:

- Golden world site verification
- Reconnaissance and mapping of unknown territories (planetary and celestial)
- Scientific analysis and discovery of new phenomenon
- Potential first contact with extraterrestrials
- Establishing diplomatic relations with local inhabitants
- General support of settlement outposts

Patrol orders

By

Decanar Officiate

Translated from Tonaizhet:

Reporting: Decanar Officiate

Account: Shuttle patrol orders

Comment:

We maintain shuttle patrols at full efficiency. No sightings of aliens since Invictor ordered their second outpost destroyed. Those remaining after evacuation were transferred or eliminated, as desired by Invictor. Clarify orders regarding old tech. Off-world directive is to investigate and catalog, Invictor's orders are to engage and destroy. Patrol patterns noted.

-End report

Patrol Schedule

By

K

Niath:

We'll be hitting the farm again soon. Drop off the krogan's patrol schedule in the usual spot.

-K

People are getting nervous

By

Vollr

Translated from Shelesh:

Commander de Tershaav,

No one questions your thinking, and we all understand that the circumstances we're facing are unprecedented. However, you should know that people are talking in the barracks about these new "Nexus" aliens. Setting aside how they look, smell, and behave, how can we be expected to trust these things with access to our most secure world?

On behalf of my unit, we submit that this so-called "Pathfinder crew" shouldn't be permitted to roam the city without an escort. We're keeping close watch on them (don't worry, we're not letting them see us), but it would be easier if we could assign a guard to each visitor whenever they're on Aya. We hope you'll consider this option.

Respectfully,

Vollr

Personal Calendar: Hainly Abrams

By

Director Hainly Abrams

March 2:

Take dogs to Mom's place.

Call realtor about apartment contract transfer.

March 5:

Second-to-last hormone/gene therapy session. Doc says to bring tissues.

FORWARD TO VI CONCIERGE: Refills on milk and medications. Pay extranet bill.

Visit dogs.

April 15:

FINAL THERAPY SESSION! Definitely bring tissues.

Champagne with Evan.

Pack for Stasis Day. One footlocker each, no perishables.

[CAUTION! DATA CORRUPTION DUE TO NEW DATE PROTOCOLS]

Day 315:

Briefing with Herik and Lucan on Eos prelim scans.

Check-up in Nexus medbay.

Schedule with records department. I'm cleared to amend my name.

Day 401

Visit Evan in stasis.

Tissues.

Personal Letter Template (Informal): Saved Draft 19

By

Jason

Dear Jeff:

How are you? How's Grace? Has the Nexus loosened their rules on who gets to come out of cryo? I know you're kind of lost when she's not with you. Remember mom's sixtieth? You couldn't stop talki

(Terrible. Too sappy? If the wife's not out, this'll just make him sad.)

Hey bro! How's it going? Turns out Kadara was a shitshow and...

(Wow. No.)

I've left Kadara now. Meriweather (Remember her? She was Nexus security or something) is striking out on her own, and I'm part of her crew now. Leaving the Nexus, now leaving Kadara. I don't know when I'm going to find some place that feels right. Maybe this won't, in the end.

I hope you're doing okay, too.

Jason

Personal Log 1: Ryota Nakamoto

By

Ryota Nakamoto

New entry: The clinic is finally up and running. Well, “clinic” is a strong word. It’s a shipping container that I scrubbed until my hands were raw. But it’s the best I could do.

I’ve no credits, very little supplies, and zero friends, but the people down here need me. Everywhere I look there’s disease or someone injured. I knew life outside the Port was bad, but this is worse than I expected.

It’s the perfect place for me to atone.

END LOG

Personal Log 2: Ryota Nakamoto

By

Ryota Nakamoto

New entry: There's an oblivion den just around the corner. Against my better judgment, I tried to appeal to the guards to lower their dosage. All I received for my efforts was a punch in the stomach.

I hope they don't harass the clinic. I'm barely keeping it afloat as it is.

END LOG

Personal Log 3: Ryota Nakamoto

By

Ryota Nakamoto

New entry: This morning I discovered someone mysteriously wired credits to my omni-tool. I think it's the same anonymous donor who keeps leaving supplies in the clinic.

I asked Kian, the bartender at Tartarus, who my benefactor might be. He thinks it's the Charlatan. Apparently, it's common for the Collective to give gifts to potential recruits. I've no interest in joining them—I didn't quit Sloane's gang to join another—but I'm in no position to refuse supplies. As long as they keep coming, I'll keep using them.

END LOG

Personal Log: Ado

By

Ado

New entry: Saw an asari placing cameras around the port. Little things. Hard to find, hard to see. Must be a Collective operative. The Charlatan's eyes and ears.

Asked Shelly if I should tell Sloane's guards. She said it would only bring trouble. Probably right. Don't want to get caught up in the crossfire. Better to keep a low profile.

END LOG

Personal Log: Adon

By

Adon

New entry: The krogan, Rotan, thinks someone here is giving scavengers information on when to attack. Ridiculous excuse for his laziness. Don't know why we pay him.

END LOG

Personal Log: Aquila

By

Aquila

New entry: Took awhile but this place is really coming together. We've got ourselves a proper hideout down here and the shuttles keep coming.

No idea how the Charlatan finds all this salvage. Elaaden maybe? I hear they've gone tons of scrap. Still, that's a long ways to bring sheets and metal and supplies. But hey... not my credits.

END LOG

Personal Log: Avitus Rix

By

Avitus Rix

Login: Avitus Rix

New entry: Found more Natanus survivors today—along with some not so lucky. Still can't believe the sturdiness of those pods. I remember Macen rambling about the ingenuity of their engineering, but he's always excitable when it comes those things. Now I wish I'd paid more attention—learned the ins and outs of the pods' design. Tore one apart trying to make a communicator, but it's all wires to me. Macen would know what to do—how to help these people survive. I can point a gun and keep them safe, but that's it. They need him for a real leadership. And so do I.

END LOG

Personal Log: Avitus Rix

By

Avitus Rix

To: Natanus Leadership

From: Avitus Rix

Just received confirmation: with the exception of the leadership and life support teams, all passengers have entered cryostasis and are sleeping soundly. Jacana is on her way up to you now to oversee the closure of your pods. If you haven't changed into your uniforms, do so now so that we hit our departure time.

Once everyone is asleep, I will do one final round, then join you in the abyss.

Rix

Personal Log: Butch

By

Butch

Ha! We're in! Found a broken access point into this Remnant structure. We're gonna get the piece the bosses are after, and I'm gonna win that bet after all!

END LOG

Personal Log: Chief Lito

By

Chief Lito

Login: Chief Engineer Grace Lito

New entry: Specialist Kothari needs to stop navel-gazing about the monoliths and whoever built them. We need that speculating mind of his. If it doesn't grow food, stop wind, or get Special Project Sigma done, it's not worth our time right now. His team is looking at the big structures, and they'll do good work, but I tagged his runner just in case.

Vehicle tracking code: Grace-delta9

END LOG

Personal Log: Davon

By

Davon

New entry: Found an asari all alone. Pretty little thing. Shot her right between the eyes. Had no idea they bleed purple.

END LOG

Personal Log: Davon

By

Davon

New entry: Robot things cleared out. Working on salvage now, but that metal's tough to crack. Need to work quickly before the Collective or the Outcasts show up and reap the spoils from our hard work.

END LOG

Personal Log: Davon

By

Davon

New entry: Damn it. Didn't work fast enough. Outcasts inbound!

END LOG

Personal Log: Emma Vogt

By

Emma Vogt

New entry: Sloane's turian is locked in the holding cells. I almost feel bad for the guy. First he gets the shit kicked out of him, then Sloane gets offed while he's out of commission. Refused to eat. Doesn't sleep. Just... stares off into space. There's loyalty and then there's whatever the hell he's feeling.

END LOG

Personal Log: Farah Noskos

By

Farah Noskos

New entry: Today, I witness one of our own flirting with that disgusting blue bartender at port. It took all of my self control not to slice him open until he stumbled outside the bar.

Once we have enough recruits, the entire planet needs to be cleansed of alien scum and their sympathizers.

END LOG

Personal Log: Freedah

By

Freedah

Translated from Shelesh:

I can't believe it! I'm finally here—the Forge. Curator Droka insisted on a short rest before we visited the site, but I can hardly sit still. Helgaar and I have waited years to be selected. We'll finally see the markings in person... maybe even be the first to translate them!

Personal Log: Jun-seo Noh

By

Jun-seo Noh

(Detailed Drawing of a Manta)

New entry: For the first time in... I guess 600 years, I feel like I can breathe. Sure, the air smells like shit, but I've got a roof over my head and food in my gut. No more running. No more Armageddon planet after Armageddon planet. I can finally just... explore. That was the whole point, right?

I'm gonna start with figuring out the migration patterns of those Manta creatures. Maybe Ligyr knows. This is her home planet after all.

END LOG

Personal Log: Kariina

By

Kariina

New entry: The aliens arrive daily now. Starving. Filthy. The way they look at us... I begged Skylaar to show them mercy and not charge them for food. But he wouldn't listen.

I have a terrible feeling about this.

END LOG

Personal Log: Kestrian

By

Kestrian

New entry: House near the slums was cleared out again. I'll check it out tonight. Gotta be something useful around. I've only got 34 protein rations left.

END LOG

Personal Log: Nebar

By

Nebar

New entry: Found the perfect site to take a Baryte sample for Derc. A little high up, but I've got steady feet.

END LOG

Personal Log: Ovir

By

Ovir

Translated from Shelesh:

With the researchers gone, the govataan is quiet. Unnervingly so. I thought I'd find a place in the Roekaar among like-minded brothers and sisters... but no one talks to each other. Akksul hasn't left the Forge in days. Something is wrong.

Personal Log: Pavefina Perari

By

Pavefina Perari

Login: Pavefina Perari

New entry: There's something wrong with this planet. Plants sprout up behind you. The trees whisper. And I swear something other than those aliens is watching us. Thank Spirits for the Spectre. If we survive, it's because of Avitus.

END LOG

Personal Log: Shylasia Rorna

By

Shylasia Rorna

New entry: First official day as an Outcast. Supposed to meet with Kaetus in an hour. Zetha says he's a major hard ass, but he was nice enough during my recruitment. For a turian anyway. I'll just make sure not to be late.

Update: Never mind. They were right. Major hard ass.

END LOG

Personal Log: Thrasia

By

Thrasia

New entry: Inventory fully stocked. That Vidal guy really came through. Thought his fees were on the high side, but he got everything on my list.

Now to sell these babies for the double the price.

END LOG

Personal Log: Torex Arus

By

Torex Arus

Login: Torex Arus

New entry: Another attack by those things. The aliens. Can't go two days without an ambush. And if it's not them, it's the damn plants. Poisoning us or destroying whatever equipment we can scavenge.

I keep wondering about the other arks. Maybe they fared better and are mounting a rescue. Just hope it's not the humans. Arrogant bastards would never let us forget it.

END LOG

Personal Log: Trahg

By

Trahg

New entry: Got another one today. Gave the little pyjak a warning shot, so he'd give me a chase. Nothing funnier than watching a salarian run. Well, except maybe when they fall.

END LOG

Personal Log: Voltyr

By

Voltyr

New entry: Everything hurts. I've thrown up so much, I fear my stomach has flipped inside out.

Even Skylaar, the strongest of us, looks like death.

END LOG

Personal Log: Zear

By

Zear

New entry: More mines went missing. Damn scavs. Not gonna bother putting them out anymore. It was just a stupid precaution anyway. If someone's got the quads to take me head on, I welcome the challenge.

END LOG

Personal log

By

Unknown

Nearing destination planet. Been getting weird ghosts on the sensors lately. Hope it's not one of those crazy space storms.

Hopefully there'll be a decent site for us to establish a second colony. Living on a volcano is nice enough I guess (ha ha), but it'd be nice to have something a bit more hospitable to call home.

Please add your thanks for the team

By

Unknown

Initiative, Meridian, Heleus

We almost didn't make it, but thanks to the bravery of the Pathfinder team, we have well and truly arrived.

Add your voice and gratitude.

Let them know that they have affected lives.

Please help

By

Unknown

This is the only way I can get the word out before someone gets killed. My work crew, they keep talking about that Remnant tech. They think the Initiative's lying about how dangerous it is—that a couple of electrodes in the right place could get the Remnant to work for them instead.

They tried before, and I helped out in medbay when those Remnant Observers carved up Bharti. But Jennings says we could live like kings if we had an army of Remnant bots working and fighting for us. He's taking the whole work crew to help him this time.

I have to go with them. Maybe I can talk Jennings out of it. But if I can't—someone should know why we didn't come back.

Please keep looking

By

Nitola T'Lyan

To: Ryder

From: Nitola T'Lyan

You don't know me, but word is you're looking for our ark, the Leusinia? Is that true? The Nexus leadership's been so tied up with the station it's like everyone forgot about her.

Please don't give up! My foster sisters were on the Leusinia—I've watched for them every day. If they're really out there, and not lost in dark space, please bring them home!

Praying for you, and the people I love,

N. T'L.

Please read.

By

Madeline Schmidt

Just wanted to say you did a good job.

Madeline Schmidt

Please see me.

By

Captain Dunn

To: Ryder

From: Capt. Dunn

Ryder, please see me on the Hyperion deck to discuss a sensitive matter.

Dunn

Please

By

Unknown

Translated from Tonaizhet:

Most enlightened,

This humble servant seeks an audience with you. When I sleep, I see things. Terrible visions of creatures I think I knew once. Why do I feel this way? Do I see the future, or the past? Please, make it stop.

If I must die to quiet these visions, I will gladly end my life. Tell me what I must do.

POC!!!

By

Peebee

To: Ryder

From: Peebee (the creator)

Have to say, feeling pretty good about myself. Poc is the first thing I've made that I doubt I'll get tired of. And that's saying a TON, believe me!

Someday, when we've got this rem-tech all figured out, Poc's gonna blow people's minds.

Not sure why I decided to write this to you. Strange impulse, that. Hmm. I'll have to noodle on it a bit.

—Peebee

POC

By

Peebee

To: Ryder

From: Peebee (the creator)

Have to say, feeling pretty good about myself. Poc is the first thing I've made that I doubt I'll get tired of. And that's saying a TON, believe me!

Someday, when we've got this rem-tech all figured out, Poc's gonna blow people's minds.

Not sure why I decided to write this to you. Strange impulse, that. Hmm. I'll have to noodle on it a bit.

—Peebee

Poker awaits!

By

Gil

To: Ryder

From: Gil

Ryder, the bell tolls for thee. Meet me in the Vortex on Nexus. I'll be the one shuffling the deck of doom.

Cheers,

Gil

Poker journal

By

Gil

To: Ryder

From: Gil

I seem to have misplaced my poker journal. It's where I keep notes on all the others. Their tendencies, tells, and other insights. It sure would be awful if one of them happened to find it.

P.S.: It's a fake and I placed it in public so they'd find it. Don't tell!

Poker Log

By

Gil

The team's invited me to their regular poker game. They've been practicing and each wants to be the one to dethrone me.

Notes on crew tendencies:

Game 1

Result: Took everyone's credits in record time.

- Vetra sighs when she gets the card she wants. Every time.
- When Peebee finishes shuffling, the bottom card can often be seen.
- Drack might be the easiest to read, but try not to say anything that suggests this. In fact, say the opposite. He gets even sloppier when his ego's been stroked.
- Cora has yet to bluff. Might not be in her makeup.
- Jaal has real potential.

Game 2

Result: Broke Game 1's record. Consider easing up on them a little.

- Peebee has started checking, but only to check-raise. She always needs to be the one pushing the action.
- Drack thinks staring at me will tell him something. Think I'll blow him a

kiss next time.

- Vetra's getting upset. She doesn't show it, but it's obvious.
- Cora still won't bluff. She's too risk-averse. Even with a good hand, a strong bet will get her to lay it down.
- Jaal's inexperience is an advantage; he's hard to read.

Game 3

Result: Let Vetra hang with me for a long time, before dashing their hopes this time. She left very encouraged. Overall mood was improved among the others.

- If Jaal is still in a hand, Peebee plays less aggressively. Think she wants him.
- Drack doesn't know it, but he picks his nose when he's got something.
- Cora bluffed! It was HORRIBLE.
- Two or three hands, Jaal had me sweating. He's only just started, and he's so much better than Vetra.

Poker Log, part 2

By

Gil

Game 4

Result: Couldn't help myself. Took Vetra down first. Still undefeated.

- Showed all seven bluffs that worked on Cora. Want to see if I can goad her into playing looser.
- Called Peebee's hand four times. Maybe she'll start slowing down.
- Doing all this just to change things up, getting bored.
- Scared of Jaal.

Game 5

Result: Yawn. Easy money. Jaal is clearly better than everyone else. Especially Vetra.

- Plan worked. Cora actually bluffed once. It was HORRIBLE. She was sooooo uncomfortable.
- Vetra played much cagier after being destroyed last time. I'm going to keep telling her she's dangerous. It's more fun when she's in a good mood.
- Peebee doesn't seem to care I've demonstrated that I know exactly what she has. She still bulldozes away. I'll keep flashing the red cape.
- Drack could learn a thing or two from Jaal: 1) Stop talking all the time (Jaal

barely speaks, so he doesn't give much away); 2) Stop eating and drinking (Jaal never eats or drinks while we play; he stays focused); 3) Stop picking his nose (Jaal never picks his nose).

Think I have these chumps down. Next time, maybe I'll play with my eyes closed.

Post-Deployment Block Party

By

August Bradley

To: All Prodromos Personnel

From: A. Bradley

Everyone,

Initial setup went by the books and we're operational in record time. Be proud. I am.

Now that the first deployment wave is in, I'm giving the all-clear to break into the good stuff. We've got a new colony to toast, and some lost friends to say goodbye to. Lights go down and drinks raise up at 2000.

Bradley

Potential Applications

By

Unknown

Once the dream of a living neural network is achieved, the possibilities are staggering. Evolution has shaped the mind of each species in unique ways, providing a “baseline programming” that artificial intelligence from the ground up could never hope to match.

For example: krogan mental abilities are evolved toward war and conquest. Or salarians are adapted to complex scientific considerations. The possibilities are limited only by the species we find.

Further, by wielding control over multiple subjects in parallel, we can unleash awesome computing potential unrivaled in the history of technology. Imagine what linking a million asari minds together could accomplish?

Power restored: Log recovery

By

Unknown

Outpost 1 “Promise.” Nonviable

Outpost 2 “Resilience.” Nonviable

WARNING: Infrastructure incomplete!

ORBITAL BUOY not deployed

Disassembly ordered by: Chief Engineer (unauthorized)

Engineering Personnel Assignment:

-Chief Grace Lito: Unknown

-Journeyman Terry Frakes: Deceased

-Specialist Aman Kothari: Artifact Discovery

-Operations Samantha Bristol: Site 2 Hydro

-Analyst Jenke Abramson: Planetary Survey

Buoy Component status:

-Data Core: Survey assist

-Collector Panels: Site 2 Hydro assist

-Optics: Artifact Discovery assist

-Drive: Unknown. Lost to hostiles

Prefect Report

By

Unknown

...was pulled from duty and made to guard and transport Remnant artifacts from Khi Tasira. The unit did as instructed, but their commander questioned the orders. This kett will be receptive to the Primus' message, if the Archon's loyal servants have not gotten to them already and marked them for re-education.

DATA CORRUPTED

...spread the message: the Archon aims to use Remnant to usurp Senate leadership, and is a threat to the true kett way of life.

Preliminary report on alien vessel

By

Unknown

Translated from Tonaizhet:

Initial reports indicate the vessel contains a large number of intelligent bipedal aliens in some form of hibernation. They all appear to be alive. Preliminary tests suggest this vessel is not from our galaxy. Inform the Archon at once.

Prescription Refill Reminder

By

MedMonitor VI

This is an automated reminder for: Technical Officer Rand Lon

Your prescription is ready to pick up from: Medical Dispensary 02

Pickup code: ELQRE-PYBFR-O-PNERSHY

Auto-generated by MedMonitor VI

Presentation by Yasgar

By

Yasgar

Translated from Shelesh:

As you all know, Sage Yasgar made a pilgrimage to Aya a year ago to request copies of the repository's most recent archaeological theories and findings. He and his assistants have been cloistered since then and have only just completed their analysis of the material. They have collated the records that are consistent with Mithrava's canon, and have incorporated them into our histories. The rest have, of course, been relegated to the archives, where they are available for study.

Sage Yasgar will be presenting the information he's compiled at the end of the week. You may want to refamiliarize yourself with the tales of the Sundering before coming to the forum.

The meeting will be held in the lower archives.

Prisoner Record: Gartan Pala

By

Unknown

Species: Salarian

Date of birth: 2165

Birth Place: Sur'Kesh

Reason for incarceration: Treason (aiding an abetting the Collective)

Prisoner ID: #84

Remarks: Codename "Lacerta." A representative of the Charlatan.
Committed suicide before final sentencing.

Prisoner Record: Tesi Fasynt

By

Unknown

Species: Asari

Date of birth: 1861

Birth Place: Illium

Reason for incarceration: Smuggling

Prisoner ID: #83

Remarks: Tried to bypass mandatory tax. Sentenced to three broken fingers.

Prisoner Record: Vehn Terev

By

Unknown

Species: Angara

Date of birth: Unknown

Birth Place: Claims Voeld

Reason for incarceration: Treason (aiding and abetting kett)

Prisoner ID: #85

Remarks: High pain tolerance, even for a spy. Four interrogation sessions and still no useable data on the kett. Sentenced to death by Sloane Kelly.

Problem on Voeld

By

Priya Blake

To: Ryder

From: Priya Blake

Pathfinder,

We have a situation at the outpost here on Voeld. Please rendezvous with me so we can discuss the issue.

Thanks.

Priya Blake

Leader, Outpost Taerve Uni

Prodromos supplies report

By

Jerry O'Donnell

Reporting: Prodromos supply Jerry O'Donnell

Log Begins

Shrinkage from our survey team supply drops has been running at 15%. If we had people to spare, I'd send them to investigate the actual sites. Still, it's pissing me off. It's rough country, but I've been told to expect up to 20% loss. Doesn't mean I accept it.

(Navpoints of supply loss sites available.)

Progress Report

By

Unknown

Checking in, like you asked.

Found a decent batch of helium-3 soil here. Think we can mine this for another week at least. Might even be enough for Krex to finish the first one.

Feel free to take what we have to the base. Passcode is &%7*[DATA
CORRUPTED]

Proposed amendment to Statute J-34771

By

Arbiter Ohmdaal

Translated from Shelesh:

Governor,

The recent creation of an alien embassy and permission for non-angara to enter Aya's city has created numerous potential conflicts with our governing laws. One particular area of concern is in the resolution of such disputes. These aliens are not citizens of Aya, and therefore do not possess any legal rights or responsibilities. More importantly, we can't enforce punitive measures on them for violating our laws. It's impractical to grant all of these individuals diplomatic immunity. Sooner or later, this legal murkiness will become a significant problem, and I would prefer we clarify our position now.

Please review my attached document. It's slightly under 300 pages and not as thorough as I'd like, but I believe it represents a good start. I look forward to hearing your thoughts.

Sincerely,

Arbiter Ohmdaal

Proud to be here.

By

Liam Kosta

To: Ryder

From: Liam

Hey, Pathfinder. Just hitting this point again. Our team? No place I'd rather be. Here's where we get to fix things. Soon as we have people on the ground, I'll have eyes on how to get them what they need. This sort of "just make it happen" is why I joined HUS-T1, and exactly why I came here.

We'll do it.

Kosta

(Liam has included a list of media themed to Frontiers. Genres include westerns, space opera, and, oddly, turian historical dramas.)

Purification, Pledging, or Awakening?

By

Unknown

For the Chosen, which of these is the most important step?

Which is most important for Archon? For all kett? For you?

At what point are you done and relieved of duty?

“Pain is proof of harmony.” True? Explain your reasoning.

Pyjak

By

Prof. N. Herik

We have an interesting chap here on the Nexus: a young pyjak, what humans sometimes call a “space monkey.” He’s part of a study on how various species adapt to shipboard life, and we’re hoping you might take him aboard the Tempest. You can pick him up from the Nexus Commons whenever you like. Don’t worry, he’s quite friendly, and his routine’s very simple: no food after 2359, no baths or showers, and please limit his exposure to solar radiation.

Professor Herik

Quarantine: Best Practices

By

August Bradley

Please remember that everything shipped to the landing pad—especially from off-world rather than sealed Nexus supplies—MUST go through quarantine procedures via confined observation, spot testing, bacteriological scans, or radioactive sterilization.

We are a new presence on Eos, and everything added to the ecosystem will have an effect down the line. Our job is to make sure it's a beneficial one, and strong quarantine practices will really help us out.

Hainly Abrams

Addendum: If anyone tries to tell me or Hainly that your shipment's a special case and you don't need to bother, you'll be running quarantine twice.—
Bradley

Radiation Alerts for Shuttle Pilots

By

Pilot MacReady

That vault doohickey might be clearing the atmosphere, but we've still got pockets of high radiation and bad weather across the continent.

Telepresence update: Zones 10-12 are still smoking hot but Zone 8 is showing a drop. Watch your shuttle's radiation shield absorption. They can take up to 190 mSv/hr safely. Anything more and you need to head back for a refit.

And remember that if you're carrying power cells or radiological equipment, those can throw your readings off. Make sure you're as safe as you think.

Pilot MacReady

Raid Plans

By

Unknown

Hey Smoky,

Jules and her boys are gearing up to head out to that Imitative shuttle crash. Jerk wouldn't let me in on it, said my gimp knee would slow them down. She thinks she's hit pay dirt, and doesn't want to share. We're gonna get there before her. You and me, buddy. We'll skin the survivors, strip their ship, and be outta there before Jules knows what's up.

You in?

Random words that aren't weird.

By

Liam Kosta

To: Ryder

From: Liam

I wanted you to know that I meant it. Both the “what if” part, and the “it’s okay” part. Small ship, things happen, then they don’t. I’m here for this team, I’m here for the Initiative, and I’m here for my Pathfinder: in any order that makes you confident about the people you lead.

Every normal thing makes me more optimistic about Andromeda and the future here. Yes, even this.

Kosta

(Liam has included a list of media themed to Brain-off Comedies. Genres include historical slapstick, animal vids, and a type of humorist commentary unique to the elcor called With Intended Meta-Irreverence.)

Ration Report

By

Unknown

Translated from Shelesh:

The supplies shipped in with the latest recruits, along with the nutrient paste left by the researchers, should keep us stocked for the foreseeable future. That said, we always see a boost in morale after a fresh shipment of elmohk arrives. A little luxury goes a long way with the young ones.

Ration Schedule

By

Unknown

Translated from Shelesh:

Novoa Vaa: Nutrient Paste

Novoa Ema: Paripos

Novoa Roa: Elmohk

Novoa Fev: Nutrient Paste

Novoa Bav: Nutrient Paste

Novoa Sabay: Garpana

Novoa Tef: Paripos

RE: Advice for Aspiring Community Leader

By

William Spender

To: Sal Taylor

From: William Spender

Sal,

I appreciate you taking the time to reach out to me. I'm always happy to give advice to junior colonists interested in a future in politics.

My advice is my father's. Just before I shipped off to Andromeda, he said: "Always help the little guy, but also help anyone with their boot on that little guy's neck."

To get to where I am, you have to try to please everyone. This will ensure you'll always be right with someone.

William Spender

Assistant Director of Colonial Affairs

Re: AI Detector?

By

Laveria

Knight,

Thank you for the ELIZA data! It's so obvious when you run a comparison. The geth, the SAMs—all our data shows that working AI produce a detectable electromagnetic pattern. It's similar to brain activity in organic life: different cases but a distinct signature. I even tested it against a basic VI—they're not even close!

So, blathering aside: the answer's yes! All we need is sensors that pick up the EM pattern of an AI operating nearby or interfacing with a Pathfinder implant, and we've got a detector. Child's play! How's your virus coming along?

Laveria

Re: Are you crazy?

By

Fehaa Elaar

Translated from Shelesh:

To: Dogen Elaar

From: Fehaa Elaar

Should've known Jefaen couldn't keep his mouth shut. Yes, I'm on Kadara. No, I won't go back to the Resistance. I'm done with this war, Dogen. I've killed enough. You're safe in your lab—you don't understand... the kett... When that human rescued the Moshae, they found out the kett were once us. I know it sounds crazy, but it's true. All this time, I've been killing our people. I can't go back. I won't.

Besides, I kind of like Kadara. It's not nearly as bad as our mothers made it out to be. So don't worry about me, bosora.

RE: Checking in

By

Nihsa

Translated from Shelesh:

This is a surprise—I didn't expect to hear from you. I guess they called you back to the base, then. Good. You deserve a rest after what you've been through.

We're still on our assignment. I can't tell you more, obviously, since you're not part of us anymore. But we're slowly pushing the kett back. And I hear there's been a new development involving an outsider. At this rate, Commander might even call us back early.

And about the other thing you asked... no, I can't. I respect you for following your beliefs, but I don't share them. The Resistance needs me, and I intend to see this fight through to the end. You made your choice, and I made mine. It doesn't make me love you any less. And when this is all over, we'll meet at the tavetaan for a drink.

I hope the stars are on your side. I want to see you come back in one piece, okay?

-Nihsa

Re: Childcare rotation

By

Thanamis T'Jotra

To: Ark Leusinia: Emergency Childcare

From: Thanamis T'Jotra

Forward to anyone not on the main list:

Belas: I can take the twins and Mohia tonight. We're camped by the emergency lighting so Mohia will have her night-light.

Jodiri: Because the T'Kastes and Zahlie got called for evac early, there's leftover cleanup supplies and food in the red cooler.

Remember, if you need diaper bags, there's sterile cleanup bags in the washroom cabinets. Break the locks if you have to.

Day ten, still going strong.

Thana.

RE: Crash site

By

Avela

Translated from Shelesh:

Luj,

Thank you so much for bringing this to my attention. A crash site that well-preserved—I'd give anything to see it. I'll see if I can send someone capable to check it out. It'll probably be well-protected.

And please, make sure Torvar doesn't hear about it. I know he'll want to take a look himself, and he's not equipped to deal with the danger involved. I'd never forgive myself if he got injured trying to help.

Stay safe over there. Wishing you sunny skies.

Avela

Re: Cryogenic Stability: Update

By

Captain Dea Praeton

To: Avitus Rix

From: Captain Dea Praeton

No one tried to jump ship? Don't know if I'm impressed or nervous everyone's that confident in the mission.

Don't stay up too late, Rix, or you'll be an old man by the time we reach Heleus.

Dea

Re: Cryogenic Stability: Update

By

Macen Barro

To: Avitus Rix

From: Macen Barro, Pathfinder

Avi,

Jacana said it was fine if you oversaw my pod closure. I know I said I wouldn't go against procedure, but I want your face to be the last thing I see in the Milky Way. You can scold me while I enter cryo.

See you soon,

Macen

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See you soon,

Macen

Re: Cryogenic Stability: Update

By

Macen Barro

To: Captain Dea Praeton

From: Macen Barro, Pathfinder

[Attachment: Habitat 5 Profile]

Full report attached, but our new home's going to put Palaven to shame!

Macen

Re: Damage Control

By

Director Jarun Tann

To: Tiran Kandros

From: Jarun Tann, Director of the Andromeda Initiative

Calix Corvannis may have started it, but Sloane made her allegiances clear.

I know she held you in high regard, but I hope you can be impartial when it comes to this task.

Director Tann

Re: Damage Control

By

Director Jarun Tann

To: Tiran Kandros

From: Jarun Tann, Director of the Andromeda Initiative

Good! Then you won't object to sending a small and discreet reconnaissance team to find out where Sloane and the exiles might have gone? When we do get colonial efforts up and running, I don't want any surprises.

Director Tann

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Director Tann

Re: Damage Control

By

Tiran Kandros

To: Jarun Tann, Director of the Andromeda Initiative

From: Tiran Kandros

Director Tann,

I need my people focused on defending the station, not taking inventory. If you really need militia oversight, I'll get Sgt. Nels to look at it.

That said, it was my understanding the exiles were more Calix's people than Sloane's. Isn't he the one who started the mutiny?

Kandros

Re: Damage Control

By

Tiran Kandros

To: Jarun Tann, Director of the Andromeda Initiative

From: Tiran Kandros

Sloane Kelly's not who I thought she was. There won't be a problem.

Kandros

Re: Damage Control

By

Tiran Kandros

To: Jarun Tann, Director of the Andromeda Initiative

From: Tiran Kandros

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That said, it was my understanding the exiles were more Calix's people than Sloane's. Isn't he the one who started the mutiny?

Kandros

RE: Do you know?

By

Oma Beinstaag

Translated from Shelesh:

To: Grydeer Calfri

From: Oma Beinstaag

No, she was uncharacteristically vague. Just said to notify her once the shuttle arrived. Do you think it's weird she's bypassing security protocol?

Re: Dosage

By

Kaetus

What with all your medical experience? Just do as I say.

Kaetus

Re: Dosage

By

Arenna

Kaetus,

Lab monkeys should have another batch ready for you pronto. As for the dosage, might be dangerous to adjust without Ryota. I suggest keeping it as is.

Arenna

Re: Engineering Support

By

Nakmor Kesh

Tann,

I know what your arguments boil down to and they're a waste of our precious oxygen. I have three decks listed "critical" and another two about to go that way. I need mechanical engineers, now. If you agree to this, I'll release the work crews you wanted for Eos. I know there's families who got woken out of order: they'll have to wait until we have a station that isn't falling apart.

Nakmor Kesh

[A stasis revival schedule follows, with notes suggesting Tann and Kesh went back and forth.]

Re: Final Stasis Signoff

By

Director Jarun Tann

[This is a stasis schedule with a conversation thread attached.)

Kesh—I am NOT reviving that krogan clan, whatever the schedule says. This is neither the time or the place to have a hundred krogan clumping around with nowhere to go. Eos is our top priority. Addison needs colonists, I need personnel to organize everything. Exchange the names.

Director Tann

—

Tann—I have three decks listed “critical” and another two about to go that way. I need mechanical engineers—today. Give me ten and I’ll release the work crews for Eos. Their families can wait until we have a station that isn’t falling apart.

Nakmor Kesh

—

Kesh—Fine. But Addison gets her personal aides as well as the new selections for Eos. That’ll take a weight off my staff’s shoulders and we can get this sorry circus out of town.

Director Tann.

Re: H-047c

By

Captain Dea Praeton

To: Macen Barro, Pathfinder

From: Captain Dea Praeton

Macen:

What did I tell you about sending me science crap? Unless it's got charts and pictures, it's all gibberish to me.

Dea

P.S. You and Rix up for drinks after the goodbye party? I've got a special bottle of horosk I don't want just anyone sampling.

Re: H-047c

By

Macen Barro

To: Captain Dea Praeton

From: Macen Barro, Pathfinder

[Attachment: Habitat 5 Profile V2]

Now with more charts and pictures.

As for drinks, we'll be there. You know how much Avi loves his horosk.

Macen

Re: Invitation

By

Oben Keld

To: Rand Lon

From: Oben Keld

I appreciate even one reply. Twelve invites in twelve days have kept me distracted! I hope those three junior staff are still accompanying you?

It's probably simpler to book space for twelve on the Commons, and four on the mezzanine (plus one, just in case). That way if we need one more place, we're prepared.

See you on the eighteenth!

Obie

Re: Job for you

By

Reyes Vidal

To: Lachlan Faulkner

From: Reyes Vidal

I'm sure we can work something out. Meet me at Kralla's tomorrow night. I like to meet my clients face to face.

Until then, please don't send any details through mail. I make it a practice not to leave a paper trail.

Reyes

RE: Matriarch Credits

By

Nakmor Drack

To: Ryder

From: Drack

It was a scam.

Do me a favor and don't tell Vetra, okay?

Re: Nightmares

By

Akksul

To: Thaldyr

From: Akksul

Tarashay,

I'm sending you a bottle of dremaagyr—it should help with the nightmares. I use it myself from time to time.

I know I promised not to bring it up again, but I wish you would come stay at one of our camps. Havarl's jungles are dangerous. I don't like the idea of you alone out there. And it would be nice to have you near. Please, think about it again.

Joven,

Akksul

Re: Nightmares

By

Thaldyr

To: Akksul

From: Thaldyr

I don't deserve your thoughtfulness. You know I would love to join the Roekaar, to fight by your side. But the shaking returns whenever I'm around strangers. It's better if I stay here.

Thank you for the dremaagyr—last night was the first time in months I did not dream of the kett. It seems you have saved me again, tanovaan.

Joven,

Thaldyr

RE: Paper Trail

By

William Spender

To: Undisclosed Recipient

From: William Spender

A,

For someone so paranoid, it's funny that you'd title your email "Paper Trail" and sign it with your own name. Why not just "Evidence"?

Of course I've held onto proof of our agreement. You're an exile, aren't you? I need some leverage for when you finally decide to turn on me.

No one's finding anything. I doubt anyone even cares to look.

S

Re: Patrol Schedule

By

K

You want credits for Oblivion? Get us the patrol schedule.

-K

Re: Patrol Schedule

By

Unknown

Please, K. I don't want to do this anymore. People are getting suspicious.

RE: RE: Air Filters

By

Foster Addison

To: William Spender

From: Foster Addison

Bill,

Come see me. We need to talk.

Foster

Re: Re: Shipment

By

Unknown

Listen, asshole. I know what you're doing. You think you can stiff me? If I don't get a response in two hours, I'm taking my crew to blow a few holes in your sorry excuse for a camp. I don't deal with cheapskates.

RE: RE: Things for us. DELETE!! Actually, save it.

By

Liam Kosta

To: Ryder

From: Liam

You know what? Don't just keep it. Me and you, we add to it.

Love you.

Kosta

Re: Regrets

By

Serrin T'Lorya

To: Rheia Yanakis

From: Serrin T'Lorya

For the last time, I'm not shutting up! I went to sleep dreaming of new worlds and woke to fire and screaming and people huddled in dormitories. And they won't let us back into stasis! We're supposed to just crash-land on a barren planet in some teeny escape pod, like that's going to be better?

I want what was promised, what I gave them my money and my LIFE for, and I'm not going to stop trying to get answers!

S.

Re: Reinforcements

By

Kandros

[A complex stasis revival schedule with several revisions. A note at the top reads:]

Addison,

It won't matter how many people are planting crops on Eos if I can't protect them. We didn't predict the kett and APEX is all we've got. Delay your civilians being woken for another six months, give me these reinforcements from stasis, and I'll owe you a trade-off down the line. Right now I need boots on the ground.

Kandros

Re: REQUEST: Equipment Upgrades

By

Droka Sidyr

Translated from Shelesh:

To: Taumen Bjartan

From: Droka Sidyr

I'll reach out. No promises. And don't send another request about this until I've gotten back to you.

Re: REQUEST: Equipment Upgrades

By

Taumen Bjartan

Translated from Shelesh:

To: Droka Sidyr

From: Taumen Bjartan

What about the Roekaar, then? Akksul was once a scientist in his own right.
Maybe he'd help us?

Re: REQUEST: Equipment Upgrades

By

Droka Sidyr

Translated from Shelesh:

To: Taumen Bjartan

From: Droka Sidyr

Like I told you before, I'm not against the upgrades, but we're in the middle of a war. The Resistance already goes out of their way to provide us with food, ammunition, and whatever materials they can find. I can't ask Evfra for more. You'll just have to make do with what we have.

Re: REQUEST: Equipment Upgrades

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Re: Shipment

By

Unknown

Haven't heard back from you. Jaf says you should've gotten the shipment by now. Reply by the end of the day. We have unfinished business.

Re: Thanks

By

Kian Dagher

To: Reyes Vidal

From: Kian Dagher

King among men? Hardly. It's not like I gave you them for free. But you're welcome all the same. See you for drinks later.

RE: Things for us. DELETE!!

By

Liam Kosta

To: Ryder

From: Liam

Do me a favour and skip that last one? Did not mean to send that.

Kosta

RE: Update

By

Gaaret

Translated from Shelesh:

Paavoa, Kiiran:

Good to hear the kett haven't reached your research post. We're not so lucky here. They're practically swarming the old temples, trying to dismantle the Remnant tech. We're trying to fight them off, but even with the Resistance reinforcements, there are just too many of them. Commander called the retreat.

I know you had your eye on those temples, but there's nothing we can do. We're closing the area down. No one goes in, and nothing comes out.

Be careful, Kiiran. It's a tough world out there.

Gaaret

RE: Victor Carsen

By

Administrator Brecka

Mr. Josephs,

I find it troubling that you think I could be swayed from my duty by an offer of credits. I understand Victor Carsen is a friend of yours, but that's hardly an adequate reason to release him from cryostasis and send him to Prodrornos. Beyond that, from what I hear, you two are a disaster waiting to happen. I know all about the "prank" you and Mr. Carsen pulled on Everett before the journey to Heleus.

Victor Carsen will be released from stasis when I see fit, and assigned to an outpost that best suits his skill set. And if I hear you've gone over my head and spoken to Addison about this, you'll have me to answer to.

-Administrator Brecka

RE: We need to do something

By

Unknown

Look. I don't like her any more than you do. But who else do we follow? Sloane, who takes more than her share of the score? Some Charlatan joker we've never even seen? I'll take my chances with an over-ambitious child.

Just lay low and do what she says. We'll find a way to stack the cards in our favor. And we'll take over before it's too late and we have the Nexus swooping down to tear us to pieces.

Re: Working together

By

Director Hainly Abrams

To: Tiran Kandros

From: Hainly Abrams

I appreciate you reaching out despite our differences. I still have concerns about conducting military research at our first civilian outpost, though. The fact that you'd—potentially—have classified prototype weaponry in the same location as families trying to raise crops doesn't seem to fit our mission.

I've prepared a proposal for additional safety measures in the labs and storage facilities. I'd also like my own staff to oversee any experiments done here. For anything else, I'm sure you and Bradley can negotiate. Even if I don't entirely trust this direction, I trust him, and you.

Hainly Abrams

Received from Central

By

Unknown

Attention: Archon of Sector 1-19-NYKZ

Previous report was thirty-nine cycles ago. Senate requires an update of progress within this sector. A reminder that all campaign leaders are expected to deliver reports once in every fifteen standard cycles.

Senate recognizes that presence of the “Scourge” phenomenon may be disruptive to communications. Take steps to circumvent this obstacle, so that regular updates can resume.

This is your second reminder of this nature. Please acknowledge receipt.

Received Message: A New Alien

By

Unknown

Translated from Shelesh:

History is breath. It moves through us, gives us life. Like breath, it cannot be caught in a glass. Selav decided that once in every fifty cycles of our sun, we would reach out to the archivists in Aya, to renew our knowledge of our people. Thus, we remember.

Received Message: A New Alien

By

Akksul

Taavos:

You've heard of the new aliens? They show interest in the Remnant, just like the kett. The Remnant is very important to Havarl. To all angara. The alien must not be permitted to sabotage that technology. I need you to go to the monoliths. If the aliens seek the Remnant there, you and your men must stop them.

Hide in the old daar of Pelaav. The jungle has reclaimed it, but perhaps some structures might yet stand. The researchers that have taken over the landing zone will not find you. They are soft. They will not venture far from their station.

-Akksul

Received message: A Traitor

By

Akksul

Taavos:

I am not surprised to hear the scientists are working with the alien. No, do not move against them. They are still our people.

I will have to think on this.

Akksul

Received message: A Traitor

By

Akksul

One of our own has joined with the alien. If you see him, do not hesitate to let him know what the Roekaar think of this betrayal.

Akksul

Received Message: Do something! (From Skeot)

By

Skeot

Don't you dare do anything impulsive. I want you safe, and you're not ready to join the Resistance yet. Your uncle and his team can look after themselves. We'll get them back, but we have to be smart about it.

Keep looking around for help. Someone will come by. In the meantime, I will speak to the commander again.

Received Message: Not Yet

By

Akksul

Taavos:

I am not surprised to hear the scientists are working with the alien. No, do not move against them. They are still our people.

I will have to think on this.

Akksul

Received Message: Not Yet

By

Akksul

Taavos:

You've heard of the new aliens? They show interest in the Remnant, just like the kett. The Remnant is very important to Havarl. To all angara. The alien must not be permitted to sabotage that technology. I need you to go to the monoliths. If the aliens seek the Remnant there, you and your men must stop them.

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-Akksul

Received Message: Working on it (From Anjik Do Xeel)

By

Commander Anjik Do Xeel

I am trying to find people to rescue Niilj. A recent kett push has cost us several top agents, your brother included. I can send more after him, but then run the risk of losing more. It is a delicate balance. Still, I have asked Evfra for advice and reinforcements, if he can spare them. He seems distracted by new developments on Aya, however.

Be strong.

Recommendation

By

Unknown

Translated from Tonaizhet:

You have heard, I am sure, of the new creatures from beyond dark space. Will they be a threat to enlightenment? The highest one does not worry, but I see pain and war in the future. We must see these creatures for the pestilence they are.

I recommend a team of our most trusted to begin elimination.

Recommendation

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Recommendation

By

Unknown

Translated from Tonaizhet:

Prefect,

One of the creatures slated for work attempted escape today. It freed over half the newly captured stock. A waste, but it has demonstrated initiative and skill. I recommend you take a look and consider it for higher purpose.

I trust your vision, of course. Your decision on the matter will be final.

Recommendation

By

Unknown

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I trust your vision, of course. Your decision on the matter will be final.

Record: “Angara” First Encounter

By

Unknown

SAM has located logs associated with the start of the kett invasion.

Translated from Tonaizhet:

Entry 5E0mT1Cn:

Specialists identified an isolated station on a mineral-rich lunar world as initial target.

Routine attack: Element of surprise, no major threats. Majority were easily eliminated, providing genetic material for study.

Live specimens were also acquired as a result of an unexpected surrender.

Entry 8y0938cq7:

Captured angara prove useful. Cooperation secured in exchange for keeping them alive.

Obtained live blood samples with no resistance.

Volunteered demonstration of bio-energetic field. Applications identified them as prime candidates.

Mention of the center of their civilization: “Aya.” Location: Hidden in the Scourge. No maps exist, route learned through experience.

Interrogation ongoing—once complete, recommend transfer to home empire

as vassals.

Record: Bridge Energy Fluctuation

By

P. Turnbull

Log: Technician P. Turnbull

Event: Minor fluctuation in the sensors through ports 9-12. Affecting bridge externals and Nexus couplings. Recording static, but levels are stable.

Cause: instrument failure. Will swap cluster next—

||..|....|.

Record: Explosions! Drifting!

By

P. Turnbull

Log: P. Turnbull

Multiple breaches reported! Ops says power surge, but there's no way! Three airlocks? No way! I designed the fail-safes! Mass effect fields are holding, but levels are all over the place and we're drifting! I need—

|.||...

Record: Kett boarders reported!

By

P. Turnbull

Log: Just record!

Where are you? They're sweeping from the—

Record: Nominal

By

P. Turnbull

Log: Technician P. Turnbull

Event: Typical drift in energy levels. Noted an echo when the last shuttle docked.

Cause: Likely a rogue discharge off the drive core. They're always forgetting to dump capacitors on approach.

Repair: Probably just rotation to even out the wear. No action.

Record of salvage: Addendum: Entry 453

By

Unknown

Gan'jont reporting:

Can't get this kett database to update properly.

Stripped the human shuttle we boarded. Here's how the totals match against the cost of running this heap.

—Shielding required. Net gain: zero

—Drive rebuild required. Net gain: zero

—Everything you asked for. Net gain: zero

—Zero, zero, zero, zero shitting zero!

Your plan promised a lot, but we're not seeing payday one. This changes or I'm out. And I'll take your work force with me.

Record of salvage: Addendum: Entry 454

By

Unknown

Devint Jas reporting:

—Promoted because Calot says I'm the most loyal! Of course I am. And when this ship starts making us rich, I'll be there to share. Calot promised.

—First thing: we get rid of the people who were against Calot from the start. Gan'jont's boots fit real nice!

Record of Termination

By

Illusive Man

We always have to remember: when somebody tells us “no,” that just means we’re on the right track. Narrow minds who lack imagination can’t be allowed to hold back the geniuses. Let’s never forget we scared him...

To: Cognitive Applications Group

From: Illusive Man

Despite a direct order from Miranda Lawson, you continued your research into unauthorized neural research. We already have methods that show great potential for mental control over large groups of people. Your particular avenue of inquiry is unnecessary. Effective immediately, your services will no longer be required and your position within Cerberus is terminated.

Recruitment efforts: Kadara Port

By

Raske

Translated from Shelesh:

Things are as bad as we thought. The deserters don't care about anyone but themselves. Recruitment efforts have found zero traction. Ironically, we've had better luck gaining support from the new aliens. A small group pledged to support the Resistance and alert us to future kett activities on Kadara. It seems unlikely the enemy would give up on the planet so easily, but maybe the presence of these new aliens has confused them.

Regardless, I recommend we abandon recruitment efforts and instead focus on infiltration of the local population using deep-cover agents. I'll submit a list of candidates in my next report.

- Raske

Regarding your question

By

Unknown

Thanks for coming to me first with this. It'll be tough, since H-047c is practically an asteroid field. But if anyone can pilot a ship through that mess, it's my crew.

I'll get you what you need. I'll have to double my rates because of the risk involved—I'm sure you understand. But I promise you, in two weeks you'll be walking around with a shiny new toy. Hope you use it well.

Rem-Tech

By

Peebee

To: Ryder

From: Peebee

Thanks to that Remnant storage box from the Eos vault, all I need is one particular piece of rem-tech to complete my project. My scanner located what I need on Voeld.

If we have a chance, can we go find it?

Peebee

Remains: Captain Nozomi Dunn

By

Unknown

Initiative beacon responding:

The remains of Captain Nozomi Dunn, committed to the stars for all and ever.

The Steed is pale but tireless will I ride,

Where e'er the wind and hills will have me roam.

I fear no veil, nor misery abide,

I am not lost, the journey is my home.

(Personal record and honors follow. It's a long list.)

Reminder

By

Cora

To: Ryder

From: Cora

Thanks for talking. Things feel better, though they don't feel fixed yet.

Remember to take time for yourself, if you need it. Just as important as the mission.

“Grief and fear cannot rule you;

let them be your faithful servants, protective of their mistress.

Loss serves a huntress like fuel serves fire.” - S. Theris, “Twelve Leaves”,
verse 132

Cora.

P.S. Plants are coming along. SAM and I are learning about botany together.
Interesting times.

Reminder

By

Cora

To: Ryder

From: Cora

Thanks for talking. Things feel better, though they don't feel fixed yet.

Remember to take time for yourself, too. Work's important, but so is time to grieve.

"Grief and fear cannot rule you;

let them be your faithful servants, protective of their mistress.

Loss serves a huntress like fuel serves fire." - S. Theris, "Twelve Leaves",
verse 132

Cora.

P.S. Plants are coming along. SAM and I are learning about botany together.
Interesting times.

Remnant Brain!

By

Peebee

To: Ryder

From: Peebee

Ryder!

Okay, so... just for fun, I decided I'd blast the Remnant data core with energy to see what that would do. First used the battery off the Nomad (don't tell Gil)... nothing. Then a mass effect field (biotics—Cora helped). Still nothing. And then I took it to Jaal and made him do his bio-electricity thing.

Jackpot.

The entire thing lit up. I caught it all on my omni-tool. Ever see synapses firing? It was like that. I mean... this data core is almost like a tiny Remnant brain.

So that's cool.

Not sure how exactly I'm going to apply this to getting at the data, though.

Peebs

Remnant City - Cluster Renewal: Initial Stages

By

Unknown

[Translated from the Remnant language.]

Stage One

- Vault-suitable worlds identified
- Vault construction and calibration for ideal conditions
- Surface rejuvenation commences

Status: COMPLETE

Stage Two

- Patterns for flora selected and transmitted to vaults to establish ecosystem
- Observation phase entered, allowing for maturation of biosphere

Status: INCOMPLETE

Stage Three

- Populate biosphere with complex organisms

Status: INCOMPLETE

Remnant City - Saving Meridian

By

Unknown

[Partially translated from the Remnant language.]

The knowledge of attack is gathered from secrets [IMPRECISE; ALT. “intelligence,” “rumors,” “data”] transmitted from Jhetvaan [TRANSLATION NOT FOUND]. The opposition’s [IMPRECISE; ALT. “enemy,” “defiler”] intent is currently unknown. There is suspicion that augmentations to the weapons of disruption were made. Paths [IMPRECISE; ALT. “strategies,” “directions”] are being evaluated. My recommendation is that importance be given to protecting our work, whatever must be done.

Individual life is nothing; the machine of life is everything.

Remnant City: Kett Report

By

Unknown

Translated from Tonaizhet:

Commander's Report:

Lack of progress in Sector 16-1. Remnant defenses adapt to bypass attempts. The Archon's mandate not to use force is frustrating some senior analysts. There was one attempt to crack a door with an explosive. Those involved were subjected to disciplinary action, per the Archon's wishes. Remnant technology is sensitive and utmost care must be taken when attempting to reveal its secrets.

Another warning has been issued to all soldiers, with a full accounting of the consequences they face if Khi Tasira is damaged in any way.

Remnant Device

By

Unknown

Translated from Shelesh:

While we can't know for certain, theories about this Remnant device suggest its function may be to convert rock and sand into nutrient-rich soil.

Remnant Exhibit

By

Unknown

Translated from Shelesh:

Though we don't know much about the Remnant or its creators, we've determined the Remnant were present in Heleus long before our people. The Remnant's purpose appears to be the same as the planetary vaults: to transform a world into a thriving, beautiful paradise. Before the arrival of Pathfinder Ryder in Revolution 826, modern attempts to interact with the Remnant had been unsuccessful, but we've been able to coexist with them peacefully here on Aya.

Remnant Vault

By

Cora

To: Ryder

From: Cora

Read all the reports about the Remnant vault. Sounds dangerous as hell. You keep being just lucky enough. My huntress manuals would say, “luck is a balance beam between you and the enemy.” But are the Remnant even our enemies, like the kett? Or just defending what’s theirs?

Passed on a warning to Bradley and the others at Prodrornos—not enough to scare them, just so they know what they might be mining down into. If SAM’s estimates are right, that vault could stretch under most of the continental shelf. Makes you wonder. What could dig a hole that big?

Cora.

Reply to Message: “Low Supplies?”

By

Olisk

Translated from Shelesh:

Solaan,

Yes, I am aware of the dwindling supply situation. The supplies meant for the Resistance had to be diverted at the last moment, so we never received them. We'll get the next drop. I'm taking care of it myself.

Olisk

Report: Aya

By

Unknown

Translated from Shelesh:

I apologize, Olisk. My pilot says she made the supply drop at the navpoint. I can't figure out why they never reached you. I'll have Onya try again with a new shipment—free of charge. The Resistance won't starve over a technical issue.

Report: Estraaja

By

Unknown

Translated from Shelesh:

Olisk,

We sent a shuttle with enough medical supplies to last you through the cycle. Did you ever receive them? Our tracking signal went dark after we left the supplies at the drop point. Please respond and let us know they got to you safely.

Report: Exiles

By

Tiran Kandros

To: Jarun Tann, Director of the Andromeda Initiative

From: Tiran Kandros

Forwarding report from Recon Team 232:

“Trail’s cold. Found what looks like abandoned camps in the Pfeiffer system, but none with living inhabitants—only graveyards. The conspirator Irida was among the dead, but not Sloane Kelly.”

Kandros

Report: Fighter Pilot Vesh Naraan

By

Vesh Naraan

Translated from Shelesh:

Vesh Naraan, reporting in.

Received some surprising news this week. Apparently, the human Pathfinder activated the vault on Eos. The newcomers are now settling on the surface.

I don't know how to feel about this, Commander. It troubles me—a visitor from across dark space can access technology closed to us for centuries? What does this mean? History tells us what happens when outsiders have more power than us.

I apologize if I'm stepping out of line with my comments. Simply thinking out loud. I trust your judgment in all things, Commander.

Report from Aya

By

Maariko

Translated from Shelesh:

Raashel:

I've attached the data gathered from our efforts on Aya to map the Scourge. We've found a few irregularities during our research—dust, mostly—but you may want to look into it. If the material isn't a match for any worlds in Heleus, it would support your theory on colony worlds.

This is all speculation, of course. You'd need to send someone out there to collect samples. But I figured it's worth a shot. If we're going to solve the mystery of our past, we need to work together.

Stars guide you,

Maariko

Report from the field

By

L

Translated from Shelesh:

Mission is going well. Won't say more, in case this message gets intercepted. We've gathered a decent amount of supplies so far, and we hope to get more soon. Will check in again closer to completion.

-L

Report: Generators

By

Lynx

The damn generators are fixed. Again.

Lynx

Report: Mineral Survey

By

M

Derc,

Based on the latest data, I suggest investing in baryte. Market's going to be flooded with sulfur and when the mining starts, baryte's the perfect weighing agent.

If you want to collect samples, there's a deposit in Draullir.

-M

Report: Quartermaster McAfee

By

McAfee

Kaetus:

I caught two more recruits rifling through the stock. We need locks. Don't give a shit if it sends a message of distrust. I don't trust them. Three crates of good ale have gone missing this month alone. One of these assholes is to blame. We might all wear the same colors, but these rookies aren't of the same caliber as you and me.

McAfee

Report: Scout Destranja

By

Scout Destranja

Translated from Shelesh:

Olink,

I took a party to the supply drop point. When we got there, everything was gone. Our contact was missing. The snow showed signs of activity—multiple individuals. The kett, maybe? I'll keep this quiet until you can get it sorted.

Report: Superintendent Tauris

By

Tauris

Beia:

Tell Kaetus, it wasn't negligence on our part. Checked the security log. Whoever busted that Vehn guy out knew the access code. Can't do much to protect against that, unless they want to put in the money for more guards. In the meantime, I've changed the codes again.

Tauris

Report: Tartarus

By

Jack

Kaetus:

I checked out Tartarus for Collective activity. Just a bunch of drunks and second-rate dancers.

That being said, I should probably scope it out again tonight. Best to be thorough.

Jack

REQUEST: Equipment Upgrades

By

Taumen Bjartan

Translated from Shelesh:

To: Droka Sidyr

From: Taumen Bjartan

I know we discussed in person, but Vestyr believes that with just a few resources from the Resistance, he could make the upgrades we desperately need. We could finally determine the exact date the Forge was created. Aren't you tired of saying, "Some time before the Scourge"? We've been studying the site for years. We should have this answered by now.

Request for update: Leah Wells

By

Leah Wells

Hello. Sorry if this is the wrong channel, but this is the one they gave me on the Nexus. I'm requesting an update because my friend hasn't checked in for some time.

Leah Wells

Research and Development Department

Research Assistant II

She hasn't responded to any of her messages and I'm worried. Please let her know to get in touch with me.

Request help

By

Unknown

Translated from Tonaizhet:

Healer,

I request diagnosis. Since landing on this planet, I hear things when I sleep. Strange, melodies, half-memories. I played music once. There were smiles. A warm room.

Why these sounds? This feeling? This planet makes me hurt.

Request: Information on Eos

By

Foster Addison

Bradley,

As you're now the vanguard of the Initiative's new life in Heleus, I'm requesting data on Eos—plant life, animal encounters, dangerous areas, anything you think could be of use to our future outposts. If any of your associates gather such data, transmit it to me immediately.

Thank you,

Addison.

Requisition: Resilience: Panels

By

K. Han

Authorization: G. Lito, Chief Engineer

Release the panels to Operations Engineer S. Bristol for resource collection. File a complaint if you have to, but the panels are going today. Understood?

Comments:

Panels released. I trust Lito over the Nexus, especially after Promise. I asked Bristol to keep the mods “surface level,” so we can recover the buoy if needed. She wasn’t happy about it, but she’s not happy about much. Can’t say I blame her. Navpoint of modded panels noted.

-K. Han, Supply

Research Findings

By

Unknown

Translated from Tonaizhet:

These buried artifacts—tools, or fragments of their mechanical servants?
There is no pattern to where they lay or what purpose they might serve. We
test them on the consoles to no avail.

The Invictor's orders stand.

Research Notes: Ana Carrell

By

Ana Carrell

We had our first death yesterday. Morale is dropping. People are getting sick. Now more than ever I'm determined to find something of value in these technological ruins. I know there's vital data here, but I can't access it. Even with my decryption skills it locks me out. But I can't give up. The Nexus is counting on us to be the vanguard of the Initiative. I'm going to keep moving, and hope I find something of use.

It's been months since I could breathe without my lungs stinging. But I can't stop now—I'm so close. After weeks of trying, I was able to finally complete a string of information extracted from these ruins. I think it may be a location marker, or a navpoint. I'm going to follow it. With any luck, I'll find something that can help us survive. I know the creators of these ruins left something behind. I can feel it.

Research Progress

By

Unknown

Translated from Shelesh:

Close to confirming Vaaren's theory. We found correlating mutations in both animal and plant life, indicating a singular mechanism tailored to variant cellular and genetic structures. Estimate an 82% chance the mutant strains ravaging Havarl can be replicated elsewhere, allowing us to introduce this toxic process to other planetary biomes.

If Vaaren is correct, we may even improve on the process, generating more destructive effects on reduced timelines. We could render any world poisonous to outsiders and drive them away for good. No more kett, no more "Initiative." Only our worlds and our people, as it should be.

Research Proposal Submissions

Review

By

Unknown

Materials analysis of recovered kett firearms

> [Approved. Important.]

Waterborne bacteria study

> [Approved. If you don't flush your work away.]

Color reactions and acuity in insectoid wildlife

> [What? No. Not approved. Unless you're going to make them stop at a red light.]

Comparison of quantum-initialized string effects to relativistic waveforms

> [This is gibberish. I'm not giving grants for the best word salad.]

Element zero voltage resistance testing

> [Finally, some real science. Approved.]

Resource deficit: Trackers?

By

P. Moses

Login: Security P. Moses

This is an official complaint. Addison can stop the reports, but I know what I know, and the long range scans show it. The resource deficit isn't some outlaw shooting up our ships. The reason they're all through and reporting no losses is because it's auto-enacted skimming. An emergency drop triggered by backdoor codes. The good director can swear up and down that no trackers were deployed, but they're out there. And they'll be targeting wherever we work the hardest.

END LOG

Returned Supplies

By

Outpost Coordinator

To: Ryder

From: Outpost Coordinator

All medical supplies reclaimed from outlaw bases have been dispersed to Initiative outposts and away teams.

Thank you for your assistance.

Nexus Supplies

Rivaan

By

Unknown

Translated from Shelesh:

This pre-Scourge instrument may look different to you than the rivaans we use today. Though it no longer works with our bioelectric energy, the scrollwork and delicate flutes indicate it may have been able to produce a much greater range of sound than the modern rivaan.

Ruins from Daar Kulmaal

By

Unknown

Translated from Shelesh:

This fragment is from a wall of the governor's public residence on Voeld, which was destroyed by kett bombardment during the initial invasion. The governor, all staff, and most of her immediate family were all killed in the blast. When Voeld stands liberated, this relic will form the cornerstone of a monument to those who gave their lives defending our home.

Rules and Regulations

By

Unknown

Charybdis Point House Rules

1. What you do in your bunk is your business, but keep the noise down.
2. No stealing, no killing, or violence of any kind.
3. Keep to your bunk and the common areas.
4. Meals are kept on a strict schedule. If you're late, that's your problem.
5. We hold the right to kick your ass out at any time.

Safe Refuge?

By

Unknown

To anyone who likes drinking water:

Word is there's some people out here who found a clean underground well. It's up in the hills, hard to find, but Merdak says the mean guy said the other guy with the scars saw one of these people trading for supplies.

Salarian Escape Pod Logs

By

SAM

To: Ryder

From: SAM Node (Auto-generated Text Entry)

[Pathfinder: I have reconstructed the deciphered logs from the salarian escape pod into a viewable format. Their severe degradation has left gaps that I have attempted to fill where possible, but some data is irretrievable. SAM]

Log 002

Launched just in time... at the first sign of that alien dreadnought. Grabbed all my terrariums as well. Can't leave six hundred years of plant growth ... mercies of some invader!

Log 013

Day of ...bored enough for ...must have grabbed something with my terrariums. It's that plant sample one of the early scouts brought back. ...at least breeding a Heleus-Milky Way hybrid plant is something to do while I wait?

Log 029

...faster. Maybe six hundred years of cosmic radiation ...quite remarkable! ...new hybrid buds are a welcome distraction from...

Log 035

...must have forgotten to seal the terrarium last night. Hybrid spores are already escaping to... Now I'm in what could charitably be called a pickle. Breather gear is still working, but...

Log 038

...on the insides of the walls! Remarkable! Only explanation is ...pod itself has become a terrarium. My skin respiration, the interior conditions ...hybrid spores to form their own unique mini-ecosystem in here. ...proximity alarm! Rescue!

Log 040

...salvagers who found ...to leave this whole new ecosystem to grow on its own, out here in space. But any disturbance might upset the delicate ...won't show up as life signs, either. ...in case, I'll leave a message so no one opens the pod or changes the air mix. ...what'll be growing in there when I get back?

Salvage Team 13: “The Vagabonds” - Log 009

By

Caitlin Perrot

Login: Caitlin Perrot

Paydirt. Marcus recovered a stasis locker with the certification intact. It's registered to the salarian ark, meaning we get that fat juicy “first sighting” bonus as well as the salvage. Yes! Screw those snobs on Team 05, the Vagabonds finally hit the big time!

Pael's thrilled, of course. Never seen the kid so excited. (And don't think I could cope with it again. Young salarians are like caffeinated hamsters, even on a normal day.) He started sorting through the locker, talking about all the stuff in there and wondering who it belonged to and making up stories about it. Not really protocol, but I let him. Pael misses his clan; if dreaming helps, let him dream.

Signs of kett soldiers around. Better move on and keep hunting.

END LOG

Salvage Team 13: “The Vagabonds” - Log 014

By

Pael Athos

Login: Pael Athos

Another one! How are these stasis lockers getting off the ark? Oh, who cares! My people are here. They're alive! That means my clan too. We'll all be back together soon.

I suppose it's not technically salvage, since we bought this locker from a freelancer we found wandering out here, pulling a sled full of finds. A strange fellow. Human, but always wears a breather mask or helmet, even in atmosphere. He says his name is Baxter. I think. It's hard to tell when he mutters.

Marcus says we could use more help. Caitlin doesn't want to keep Baxter around, but Marcus says he can “butter her up.” Dairy products, now? Mammalian courtship is so odd.

END LOG

Salvage Team 13: “The Vagabonds”

- Log 019

By

Marcus Perrot

Login: Marcus Perrot

Baxter seems okay. Taciturn, not “space crazy.” Should keep an eye on him. We have meds that might help.

Pael’s still crying. Poor little guy. Guess finding a stasis locker belonging to someone from his clan upset him. Even the idea of a bonus was no good.

Need a way to cheer Pael up.

- Drinks? Down to the last bottle.
- Chocolate ration? Hid one in the rover.
- Caitlin can juggle. Would be good for a laugh.
- Baxter says “cat.” Relaxing, but we don’t have one. Should. Would make a good mascot.

Ping on the sensors. Kett ship in orbit. Weird that it’s the second time this week. Need to break camp and go.

END LOG

Salvage Team 13 - “The Vagabonds” - Log 023

By

Caitlin Perrot

Login: Caitlin Perrot

Why did we ever pick up that helmeted weirdo? Baxter hasn't shut up all night. Even Marcus can't calm him down. He just keeps muttering and picking through the trash on his sled. Between Baxter being nutty and Pael still being depressed, it feels like the whole team's falling apart. Even finding a new stasis locker didn't cheer anyone up.

And why the hell did Marcus make me juggle our ration packs for a half hour? Since when am I a circus act?

Oh god, Baxter's started banging a ladle around like he's calling us for dinner. Screw it, I'm getting the pistol out of the rover. If that freak tries anything, it'll be the last mistake he ever makes.

END LOG

Salvage Team 13: “The Vagabonds”

- Log 024

By

Unknown

Login: UNKNOWN USER

Wear the helmet, keep your mind. The living skeletons come with guns and take it otherwise. Seen it.

The fierce one. The quiet one. The little salarian. They didn't know. Why didn't they? Why doesn't anyone ever listen to the warning?

Had to do it. No one really hears anything but a gunshot.

END LOG

Salvage Team 13: “The Vagabonds” - Log 025

By

Caitlin Perrot

Login: Caitlin Perrot

I’ve never been so wrong in my life. To think I almost killed Baxter. Dear god, I could have got the whole team killed.

All those kett soldiers and ships we keep running into? They were following the signal we used to track the lockers from the salarian ark. Our equipment and tags were like a goddamn lighthouse for them. Baxter took Marcus’ shotgun and blew a hole in the transceiver just as a huge kett ship appeared right over our position. I shot Baxter in the leg before I realized he’d just saved all our lives.

Once we got to shelter Marcus splinted the leg, and I offered Baxter one hell of an apology—plus a contract. I think he said “thank you.” I’m stitching his Vagabonds patch onto his gear myself. Least I can do.

We’ll stick to using Baxter’s equipment from now on. It’ll be harder for the Initiative to track us, but harder for the kett too. We’ll be okay. We just need to stick together.

END LOG

Same shit, different day

By

Unknown

For posterity, in case the Initiative goes belly-up.

The Nexus is a four-ring circus. Don't like how Tann operates, and his disdain for the krogan is obvious. I believe his intentions are ultimately good, but he's an opportunist who's likely to create dissent. I don't see the Nexus coming together if he's left unchecked.

It's already polarizing Addison—she's taking the cue to circle the wagons. I think I can talk to Kandros about this and at least try to get the two of us more coordinated. Or maybe not.

Seriously hate this kind of drama.

Scavenger Note

By

Unknown

Damn Barrett. I told you he was trouble. Did you guys see where he went? Someone said they heard he and his crew are hiding out near the Paradise.

If you hear word of that peace-loving bastard, I want to know. I'm going to make him regret ever crossing me.

Science

By

Herik

To: Ryder

From: Herik

Pathfinder:

We haven't met, but my colleagues and I work in the Nexus tech labs. Given the Tempest is likely to be in space awhile, might you help us with an experiment?

Scout Reports

By

Unknown

Translated from Shelesh:

To: Intelligence Officer Kaas

We're seeing an increase in activity around Ja Niihk. The kett have erected a barrier of some kind around the dig. Scouts have spotted abducted angara moving around behind the shield. Looks like the kett have them working on something. We can't tell what it is.

Also, more reports of abductions. The kett appear to have stopped trying to attack the daara. Too well-defended. That's good. However, looks like they've focused their attacks on people traveling across the planet. Ambushes have increased. We should make sure the warning gets out.

Scratch Pad - Login: Chief Engineer Cain Fawkes

By

Chief Engineer Cain Fawkes

This file is filled with sketches, annotations, and exploded schematic views. Many are focused on a combined road-monorail network for Eos, showing several different but brilliant designs.

Always good to go back to the old standby when I need to think:

Underneath are several doodles showing elegant redesigns of the Nexus tram system map.

Pasted to one side are a number of downloaded statistics on predicted population growth over the next century.

Got a baseline! Bradley's always good for the numbers.

Adjoining the statistics is a blocked-out simplistic drawing of Prodrornos, dotted lines showing expansion, with detailed sketches of water and sewage lines underground, wireless power routers, and the flow of foot traffic.

Sloppy, but it's a start.

Scratch Pad

By

Lapiris T'Caal

Log in: Assistant Engineer Lapiris T'Caal

Deck 12 hull plating sheared. Atmosphere was vented. No time or personnel to weld.

100+ trapped. No suits. No time. Can't be done.

CAN BE DONE. No one else dies today.

Want to grab the kett by the throat and shake them. Keep dreaming, skinny. Should've been a huntress.

Grab. GRAB. Hold the deck plating in place. Not airtight but enough for breathers. Solved!

Scratched Datapad

By

Unknown

[This datapad is so heavily scratched by sand, the display is hard to read.]

...ay. Still lost. Anoth... blowing in... n't fix before it hit...

...olunteered. All for want of a tire. That ...ing rover. Maintenance sui... not
en...

...for the rocks. ...ithstand the storm... Might be shelt... et back to Promise.
Inshallah.

Screw it

By

Unknown

I think this whole story about the water being poisoned is just a big fucking lie they tell people to keep them inside the walls.

If they told the truth, nobody would need Sloane to rule over them and we could all live in the badlands.

Fuck it. I'm not swallowing her bullshit. The water isn't perfect, but it's still water. I don't see any cancer particles floating around in it.

SecuRange Managerial VI : Collated Messages

By

August Bradley

I won't say no to additional material if you have it. But just know you'll never need to worry about us making it out here.

Bradley

SecuRange Managerial VI : Collated Messages

By

Unknown

They thought a science post would just roll over. But my people handle deadly bacteria and nuclear materials without batting an eye. That's a deep kind of courage.

SecuRange Managerial VI : Collated Messages

By

Unknown

Not just veteran soldiers came down in the drop. We have young soldiers who need to see who they're protecting. Why even civvies are worth their respect.

SecuRange Managerial VI :

Collated Messages

By

Unknown

You currently have:

[122] inquiries re: ambassadorial staff openings

[94] status reports on Meridian

[81] staff updates (Meridian)

[77] staff updates (Prodromos)

[72] meeting invitations, [64] of which overlap

[52] pending requisition approvals

[23] personal messages including mass-notifications

Your pre-programmed algorithm, [JustClearMyDamnInbox], will reduce these required messages to [5].

Do you wish to [JustClearMyDamnInbox]?

Secure Comm (Nexus-Prodromos) - Re: Messages

By

August Bradley

To: Director Tann

From: A. Bradley

Tann—appreciate the personal interest, but my people are getting twitchy with all the messages you're sending them. I'd like their minds on the job, not being under a microscope. Addison's the one I call.

I get it. Site 1 and 2 are still raw for us, too. But Prodromos isn't the same. No better way to prove that than to let us do our jobs. Give them space, and I'll give you all the footage you need to make it play well back on the Nexus. Agreed?

Bradley

Secure Comm (Nexus-Prodromos) - Re: Roekaar attack

By

August Bradley

To: Director Addison

From: A. Bradley

You like facts, so here they are. We're still here and we're not going anywhere. The Roekaar can posture. We don't flinch.

Security Report

By

Unknown

Security Status: Yellow-1

Main Commons operational. Rounds heightened to account for increased populations. Dock details on double-shifts to assist with settlement preparations and deployment.

Hyperion personnel submitting for records matching and classification.

Tram access limited to clearance level 2A and above.

Security Report

By

Unknown

Security Status: Yellow-3

All exiles confirmed off-station. We still have some missing citizens, investigations ongoing. At least two are suspected of siding with the exiles, and are perhaps providing assistance, or may have secretly left with them.

Lockdown of areas damaged in the revolts is complete. Maintain regular rounds and strict ordinance protocols.

Security Report

By

Unknown

Security Status: Red-1 removed

The larger threat has been averted, but security detail and rounds to remain on high alert until further notice.

Additional personnel slated for stasis revival and training. We won't get caught under-staffed again.

Security

By

Lieutenant Kolona T'Jaxan

To: Ark Leusinia: Maintenance

From: Lieutenant Kolona T'Jaxan

Headed off-ark soon to give those kett something to chase. Our gear got shot to shit in the last encounter, but old habits made me stick it all in recharge.

Do me a favor and keep it away from the civvies, would you? No sense someone coming all this way and then shooting themselves in the foot.

- Lt. K

Selav, who Remembers

By

Unknown

Translated from Shelesh:

History is breath. It moves through us, gives us life. Like breath, it cannot be caught in a glass. Selav decided that once in every fifty cycles of our sun, we would reach out to the archivists in Aya, to renew our knowledge of our people. Thus, we remember.

Sent Message: Don't be stupid. (To Skeot)

By

Unknown

No one in Hjara available to search for Niilj. Commander Do Xeel's cautiousness is strange. Is she normally like that? Isn't Niilj one of her best agents?

Will you speak to her again? She might listen to you.

If not, I might have to do something myself.

Serum Update

By

Lexi T'Perro

To: Ryder

From: Lexi

Ryder,

I've been monitoring the scavenger you administered the serum to. His neural responses have improved dramatically, and he looks to be making progress. But—and this is the weird part—he does seem to be displaying signs of slight depression. Whatever was affecting his brain chemistry seemed to have been releasing dopamine into his system, and now he's suffering withdrawal.

I think he'll even out after a few weeks, but I'm keeping an eye on him. In the meantime, I'll forward my results to the Nexus. If we're lucky, we can use this to stop neural decay before it begins.

-Lexi

Settler's Log

By

Unknown

(Most of this log has been corrupted, but a few bits of data remain.)

“...low on water. Temperatures dropped precipitously the third night in. The water purifier stopped working. Barres managed a temporary fix with spares from the crash but output is only fifteen percent of expected. Awaiting replacem...”

“Shuttle 783 attempted lift-off. Failed. Ten souls gone. Shuttle 784 has been repaired since the original crash, but Barres doesn't think she's capable of surviving this storm.”

“Storm has not abated. Atmo scans indicate that the mostly calm conditions we saw before setting down were an anomaly. Not livable. Setting out beacon.”

“Atmospheric interference seems to be blocking signal. Barres is hoping we get another window of calm.”

“Gupta and Lyman lost. Heard their last communication. Their Nomad was having trouble. No one wants to go out there. From sixteen, to six, now four.”

“...abandoned most structures. Fortifying and updating the supply bunker as living quarters to reduce power usage and time spent outside.”

“...no word from Nexus yet. Barres thinks we just need to hold out another few weeks. Supplies dwindling but it's only us now. We can last that long.”

Shipment 346-1

By

Unknown

Status: Received

Client: Reyes

Recipient: Aroane

Contents: Regular munitions shipment

Shipment 347-1

By

Unknown

Status: Received

Client: Undisclosed

Recipient: Aroane

Contents: Data scramblers x5

Note: Deluxe model, capable of storing and scrambling data.

Shipment 348-1

By

Unknown

Status: Sent

Client: Umi

Broker: Aroane

Contents: Ryncol x5, Whiskey x10, Vodka x12, Ether

Shipment 349-1

By

Unknown

Status: Received

Client: Spender

Recipient: Aroane

Contents: Medical Supply Crate x2, Ration Crate x5, Krogan Colony Map, Mantis, Predator x2, Grenade x6

Shipment 350-1

By

Unknown

Status: Sent

Client: Eskaal

Broker: Aroane

Contents: Stimulants, Medi-gel, Sedatives, Ether

Shipment

By

Unknown

Sent the shipment you requested. It should arrive today. Let me know when you get it so we can talk credits.

Shipping Notice

By

Unknown

Got almost all the weapon caches accounted for. I'll forward them to your camp as soon as I have the manpower for it. Not sure you need all this for one weakling colony, but it's your choice.

Fuck, Prodromos won't know what hit them. They'll be dead before they can lift a finger. I envy the loot you'll score from that one. Let me know when you get back from Eos.

Should be sleeping but...

By

Gil

To: Ryder

From: Gil

Worked for 42 hours straight. Ship's humming. Called it quits to get a little shut-eye, but I'm wide awake here. Figured I'd use the time to practice my poetry.

Didn't know I practice poetry? Neither did I. Probably because I don't. But here it goes.

Heleus, are you

Healing us?

Or will we regret

Ever coming

Because the kett

are forever bumming

Our space.

Wait a minute, is that actually good, or has the analytical sphere of my brain fallen asleep?

Gil

Shuttle Supply Manifest

By

Carrol

Login: Inventory Manager Carrol

New entry: All scheduled maintenance is cancelled. That last raid took vital parts and there's no more coming without a resource infusion. Tell Bryce there's nothing I can do. I'm cannibalizing parts to keep us evac-viable as it is. I got a vector on the last raid, but there's no way I'm following kett into a cave.

END LOG

Shuttle System Log

By

Jenke Abramson

Login: recognizing Analyst Engineer Jenke Abramson

Pilot's log: Chief Engineer Grace Lito authorized my flight plan. The kett are too smart. They took some of the components from the project in the last raid. I'll take what we can spare and make sure there's another prototype. I can scavenge what...

System log: IMPACT DETECTED, STARBOARD THRUSTER—THRUSTER AT 23% OPERATIONAL CAPACITY—FIRE IN MAIN COMPARTMENT

Pilot's log: Shit! Kett fighter! Going to manual!

System log: SHIELD IMPACT DETECTED, NO ADDITIONAL DAMAGE

Pilot's log: Ha!

System log: SECONDARY IMPACT DETECTED, STARBOARD THRUSTER—THRUSTER AT 76% OPERATIONAL CAPACITY

Pilot's log: Pull up, damn it! Pull u...

System log: ALTITUDE CRITICAL—ALTITUDE CRITICAL—ALTITUDE CRITICAL

END LOG

Sid

By

Vetra Nyx

To: Ryder

From: Vetra

Ryder,

An encrypted message came from Sid. Says she wants to talk to us. Sounds urgent.

Going to need you for this one, so swing by when you can.

Vetra

Simple thanks, over and over.

By

Benny T.

I'm a carpenter. My daughter's a pilot. We're alive. Thanks. That's all.

Benny T.

Simply thanks.

By

Pam Aberdine

Pam Aberdine

Site Evaluation: Commentary

By

Mayor Tobi Bryce

Login: Site 2 Operational Mayor Tobi Bryce

Confidential!

I talked to Chief Engineer Lito and the senior leadership again. All our surveying and research adds up to one conclusion: we don't know. We don't know what the kett want, or what's happening with the storms, or what caused the sinkhole and tremors at Site 1, or why these alien structures keep the weather back. There's no one to consult, no Pathfinder scans, no nothing. The only thing I do know? We gave it our all.

The kett are beating us down by the day. I almost wish for the "overcharge" scenario. If we'd exploded between galaxies, at least it would've been a moment of light.

END LOG

So grateful.

By

W.P.

Go team!

W.P.

So grateful.

By

K. Tetarenko

Your team is a lifesaver. They probably get that a lot.

K. Tetarenko

So hopeful.

By

L. Lowell, V. Jess

Came here to be someone. Now we can.

L. Lowell, V. Jess

So much better!

By

Peebee

To: Ryder

From: Peebee (the chill)

Typically, I'm not the type to send mail. At least, not mail that just reflects or lingers on stuff. But I'm okay letting you know how great our float was for me. And the weird thing is, I think it was actually better with you there. Added a little bumper car whimsy.

Hmm. You might be growing on me a little. Not sure if that's good or bad. But I'm not going to ponder that right now. Wanna stay chill.

—Peebee

So much better!

By

Peebee

To: Ryder

From: Peebee (the chill)

Typically, I don't write things like this down. And if I do, I certainly don't send it and relinquish control of its use. But I kinda want this recorded for posterity...

What we did, floating like that, figuring out how, and then figuring out how to make each other crazy...

That.

Was.

Fun.

You relaxed and invigorated me, all at once.

—Peebee

So much more to do.

By

Liam Kosta

To: Ryder

From: Liam

Things I wrote as we walked away from Meridian Control: This is the best sunlight I've ever felt. Goddamn, the Hyperion hit hard. But it's home now. Holy shit, all these people are home now. I'm going to walk this whole sphere. Wonder if there's fish. Can we make fish? We brought fish. What's in that star? I think I'm going to cry and it's great. Tomorrow will be great. Let's go exploring.

Kosta

(Instead of a list of media, there's just Home as a header, and a bunch of blank entries to be filled in later.)

So thankful.

By

Helen Wate

Anyone wants to complain about the job the team did, tell them to take it to me.

Helen Wate

Some good news

By

Nakmor Drack

To: Ryder

From: Drack

Hey kid,

Been thinking about how much we've been through since I came aboard. We nailed Spender. And the Archon. Survived a whole mess of things.

It's about time I let you in on a little secret. Something good.

Meet me on the Nexus and don't tell anyone.

Drack

Something big!

By

Peebee

To: Ryder

From: Peebee

No time to type! Come come come!

Me

Something Suspicious

By

Sidera Nyx

To: Ryder

From: Sid

Dear Ryder,

Hope you're doing good out there. Vetra tells me things, but not the things I know she thinks will upset me. Even now, after everything with Meriweather. Old habits, I guess.

ANYWAY!

There's something weird going on with the Nexus. I just found some stuff that doesn't quite add up. Or maybe adds up to numbers we don't like. It's hard to explain.

If you've got time, we could talk about it, in person? I'll be in Operations.

Sid

Something Suspicious

By

Sidera Nyx

To: Ryder

From: Sidera Nyx

Dear Pathfinder,

(This is Sidera, Vetra's sister. But everyone calls me "Sid.")

I know this isn't following protocol, because who am I to contact a Pathfinder through their personal console, right? But I know Vetra will tell me I'm overreacting, and I swear I wouldn't do this unless I thought it was something serious. There's just stuff going on here that doesn't really add up and people are getting hurt.

It's hard to explain. Can we talk in person? I'm in Operations.

Thanks!

Sid(era Nyx)

Something to say

By

Cora

To: Ryder

From: Cora

Don't want to talk face-to-face, but there are things I want to say or it'll eat at me.

Won't say it didn't hurt. But being hurt is something I know how to deal with. You respected me enough to be honest. That matters.

The fight goes on. I'll be there for it, 100%. Because that matters too.

Cora.

Sopas, Pathfinder

By

Tujela Alan

A light in the darkness.

Tujela Alan

Sorry

By

Unknown

Translated from Shelesh:

Papa,

Ennas and Visha say you aren't coming home. Is it because I broke your star chart? I'm really sorry. I won't do anything like that again. I'll save up all my earnings to buy you a new one. I'll be really good, I promise. Just come home.

Specimen analysis

By

Unknown

Translated from Tonaizhet:

Notable findings for further study:

- *High metabolic rate

- *Sleep requirements very low

- *Accelerated mental acuity and memory functions

Weaknesses:

- *Short-lived

- *Muscle strength lacking

Specimen search

By

Unknown

Translated from Tonaizhet:

Archon, as you ordered: search teams have been dispersed to find more specimens from the Milky Way. The salarian specimens claim knowledge of additional species called “human,” “turian,” “krogan,” and “asari.” We are in the process of collecting members of all species for study and eventual exaltation.

Spirituality

By

Suvi Anwar

To: Ryder

From: Suvi

Dearest Ryder,

I'm so happy we talked earlier. You wouldn't believe how often I've had to defend myself and my feelings to other people. You reveal one thing about yourself and people immediately assume other things about you. I can believe in a higher power and still do science. It's like—I can wear more than one hat! No, actually, more like wearing more than one watch! I can do that! And it makes me even less likely to be late!

That was weird.

I traded Gil some chocolate so I could try his homemade ale. It's strong.

Suvi

Spirituality

By

Suvi Anwar

To: Ryder

From: Suvi

Dear Ryder,

I'm so glad for our chat earlier. I've had to defend what I believe so often and I have to admit, I'm a little tired of it. Whenever I meet someone who feels the same, or just understands, I really appreciate it.

So, thank you.

Suvi

Spirituality

By

Suvi Anwar

To: Ryder

From: Suvi

Dear Ryder,

I'm grateful for our talk earlier. Even if we ended up disagreeing. Debate can be invigorating.

Suvi

Star Map

By

Unknown

Translated from Shelesh:

Before the Scourge, angaran pilots kept visual logs of their routes and discoveries. While most were destroyed in the dark age, this star map displays limited data on several star systems.

Stasis pods aboard the turian ark

By

Director Jarun Tann

To: Ryder

From: Director Jarun Tann

Ryder,

We've sent a team to recover the stasis pods from Ark Natanus. Unfortunately, we don't have a Pathfinder to oversee the endeavor. But without a suitable replacement for Macen Barro, we'll have to make do.

If all goes well, we'll have saved the lives of 15,000 turians. No small achievement.

Director Tann

Stasis pods aboard the turian ark

By

Director Jarun Tann

To: Ryder

From: Director Jarun Tann

Ryder,

Avitus Rix is leading a team to recover the stasis pods from Ark Natanus. For someone who wasn't keen to take the job, he's certainly enthusiastic now.

If all goes well, we'll have saved the lives of 15,000 turians. No small achievement.

Director Tann

Stasis Revival Request #12043 - DENIED

By

Director Jarun Tann

Dorben,

This is the third time this has come across my desk. Next time just veto it on my behalf. I am NOT reviving an entire krogan clan, whatever the stasis schedule says. This is neither the time or the place to have a hundred krogan clumping around with nowhere to go. Eos is our top priority right now. Exchange these names, and bury this “request” again, please.

Director Tann

[Attached is a list of names. At a casual glance, they appear to be salarian.]

Status Report: Leusinia

By

Unknown

Power Distribution Efficiency - 9%

Drive Core - OFFLINE

Life Support Function - 83%

CRITICAL DAMAGE REPORT - Deck 12 - Compartments 34-38b

CRITICAL DAMAGE REPORT - Maintenance - Compartment 88

CRITICAL DAMAGE REPORT - Hull impacts - Panels 22, 46-69, 80, 98

Still a home, even if not ours

By

Liam Kosta

To: Ryder

From: Liam

Proud of Havarl. I mean, sure, living there would've been fun; that planet is one pterodactyl away from a jurrassic funfair. But what we did for the angara will go a long way to making us good neighbors. We need that, especially with the Scourge restricting the neighborhood. Security is training up on what the locals know about local fauna. Outpost or not, Havarl helps.

Kosta

(Liam has included a list of media themed to Community. Genres include century-old situation comedies and documentaries about research partnerships. Also a musical about a man-eating plant.)

Stolen Nexus Goods

By

Anonymous

To: Ryder

From: Anonymous

Pathfinder Ryder. I'm the one who was storing supplies around the Nexus for delivery to Kadara. They were intended for hard-working and downtrodden exiles just trying to survive. The Initiative cast them out with almost no regard for their future. Whole families, many of whom were only barely implicated in the revolts, or left because they couldn't bear to separate from loved ones.

I was able to make several deliveries before you took it upon yourself to shut down the pipeline—enough to buy them some time and hopefully get them back on their feet. I've left my post on Nexus and joined these disenfranchised people. I wanted you to know that this was done out of concern and caring, not avarice or greed. Please don't take it out on the people of Kadara.

Good luck to you.

Stress Relieving Hobbies

By

Lexi T'Perro

To: Ryder

From: Lexi

Ryder,

I'm encouraging all crew members to take up stress-relieving hobbies. Everyone, especially you, is under a lot of pressure. While taking up knitting may seem a waste of time, such activities release endorphins that clear clutter from our brains, so we can solve tough problems and make better decisions. You don't have to choose any of the activities below, but I thought they might jog some ideas.

- Gardening
- Reading
- Knitting or crocheting
- Coloring or painting
- Journaling

I'm always here to talk if you need me,

Lexi

Stress tests

By

Kallo

To: Ryder

From: Kallo

Hello Ryder,

Quite the rescue! The Tempest isn't intended for these kinds of operations, but she's performing splendidly. Not that I encourage you risking your life for stress tests or anything. Still, well done.

I spoke to the Moshae when I happened past medbay. She left an impression, I must say. Patient, but remarkably driven. It's easy to see how she withstood the pressures of torture, and that... place. Sometimes I wonder what my people could do with a bit more time to be patient.

Kallo

Structure 05, Research Logs

By

Unknown

Structure 05, Day 2. Still no real signs of hostility unless I try to access the systems. Then they attack like scalded jaarts. Why? Afraid of me damaging something? Finding something? Secrets? A kill switch?

Structure 05, Day 5. Lost most of a day laying low from those kett while they looked around. Wasn't all wasted—I learned a lot of what NOT to do. At least they dragged their dead away.

Structure 05, Day 12. Finally got to sketch one of the “Observer” units. It was busted up by the kett. Still doesn't look like a combat unit. More like a tool that can fight, like they're remnants or leftovers from something bigger. Oh cr—

Structure 05, Day 17. Screw it. Between the storms and dodging the kett, I'm losing too much research time. I'll find another site to study. One with friendlier neighbors.

Subject: Are you at war with each other?

By

Unknown

We've seen members of your species act with violence, greed, and selfishness. We've found evidence of your people attacking and stealing from one another. Why do you hurt each other, when only the kett stand to gain? If our people are slow to trust you, it's because we can't understand why some of you seem determined to hurt others. Even the kett stand united in their cause. Why don't you?

Subject: Go home

By

Unknown

This is not your galaxy. You don't belong here. Anyone who thinks you're different from the kett is a fool. I see you for what you are, and there are many more like me.

Subject: I believe in our future

By

Unknown

Help arrives when you least expect it, and your arrival was unexpected. You came to Aya wounded and in need, and we didn't welcome you. You went to our other worlds and helped our people overcome terrible challenges with no promise of reward or friendship. You wouldn't do that if there wasn't a goodness at your core. You want to understand and be understood. This is the start of a great alliance.

Subject: Keep off Havarl

By

Unknown

When I heard you were granted permission to land on Havarl, I filed a complaint with Governor Shie. That world is one of our most sacred places, and it is not for outsiders. Even the kett keep their distance, because they know we'll fight to the death to protect it. Anyone who defiles Havarl will face consequences.

Subject: No one will read this

By

Unknown

This message will never be read by the Pathfinder, much less reach the Nexus. We're so desperate for allies against the kett that we're willing to make the same mistake with new aliens. This little stunt by the governor won't change anything. We may as well be screaming into the wind.

Subject: None

By

Unknown

If you come in peace and friendship, paavoa. If your hearts are filled with deceit, you will die. That is all you need to know.

Subject: Paavoa and isharay to you all

By

Unknown

I'm writing this in my final days. I've lived a long life that now comes to its natural end. I've known great loss and pain, but also joy and hope. I think we have that in common. My fate is to leave at a turning point in history. Part of me is angry I won't see what happens next, but I've made my peace.

Whatever becomes of your people, mine, and the kett will reverberate into the lives of my great-grandchildren, and that gives me strange comfort. I know there's more to this life than war and hardship, and I've seen enough to know your people understand that too.

Be well. Take care of each other. Change life for the better. Goodbye.

Subject: Paavoa

By

Unknown

My name is Vjaka. My family said I could write to you. I've never met an alien before, but I'd like to meet you. I think we can be friends.

Subject: Questions

By

Unknown

Which one of your species actually controls this so-called “Initiative”? Are you even different species, or just genetic constructs customized to fill different roles? Why do you all walk on two legs, like us? Is it so we’d accept you? What did you look like before you crossed darkspace?

Subject: Share your gifts

By

Unknown

You built ships to travel across darkspace. Show us how to make them and let us retrace your path. There are no kett where you came from. We have a generation facing extinction, but you could help us go where the enemy won't follow. We've suffered enough. Give us hope for a better life.

Subject: We have much to learn

By

Unknown

I've spent my life wondering what other beings might exist. Your people are nothing like what I imagined, and I'm glad for that. I thought I was long past being surprised in life. My sons and daughters draw pictures of you and ask me all sorts of questions. They want to know everything about you. We hope you feel the same way. There's so much we can teach each other.

Subject: We wish you peace and good fortune

By

Unknown

Don't be deceived by the posturing of Evfra de Tershaav and his Resistance. We are not a violent people. We're scientists, inventors, artists, caretakers, and explorers. This is our home, but there is room enough for us all. We told the kett the same thing, but they didn't listen. We hope you do.

Superintendent's Notes

By

Superintendent

Damn Meriweather and her plan for non-lethal stench-grenades. Those spitbugs have been a pain. No one wants to go in the cage with them; if they get out accidentally, their funk gets everywhere and never gets out. I'd rather take my chances with getting poison out of kaerkyn.

Supplies Ready for Shipment

By

Unknown

- Medical Supply Crate x2
- Ration Crate x5
- Map
- Toy Pistol x2
- Surveyor Camera
- Battery Cells x6
- 2,000 Credits

Supply Drop

By

Unknown

Olsk,

We'll be landing soon to make the drop. With all the mystery surrounding the supplies—and the possibility of kett—I'm sure you understand I'm not letting my pilot stick around. The supplies will be unguarded, so get here quickly.

Suvi's Movie Night snacks

By

Vetra Nyx

To: Ryder

From: Vetra

Ryder:

Whatever Suvi's cooking up in the galley smells terrible. She says it's for a movie night? Good cause, bad choice of snacks.

I can do better. Come see me and I'll show you.

-Vetra

Systems: Talon Operational Override: Calot Gurting

By

Calot Gurting

Transcription (*Angaran*):

START LOG:

...decommission their junk into stars, but the radiation here must have cooked it, took it off course. I'm getting power! So what if half of it is irradiated; that's still a hundred times the ship we had. Yeah, you're right. We could get a lot if we sold it. Then go back to scavenging, like animals.

(*Weapon fire.*)

Or we use it to kill everyone who ever looked down on us. You with me? Then just fix the top three malfunctions. That's all I need. For once, I'm getting power.

END LOG

Takk

By

Imke Magnesson

We're going to make it work.

Imke Magnesson

Tell me you're okay

By

Unknown

Translated from Shelesh:

I dreamed last night that the kett took you from me. It's been the same thing every night since you left—nightmares are all my mind can give me.

I'm not sure how much longer I can do this. Even in a paradise like Aya, I stay awake at night worried for you. I know you wanted to stay and complete your work, but is it really worth the danger? You can work here with me. Just come back to me, please.

Tempest Hacks

By

Kallo

To: Ryder

From: Kallo

Hello Ryder,

I'm pleased to report the Tempest is operating at peak efficiency. So, now that you're in command, I thought I'd share a few secret shipboard hacks that the designers and I sneaked into her code. Just send the code JCSB through your omni-tool to open the debug command menu.

- GiveAllDispen: lets you use the coffee dispenser in the galley an unlimited number of times
- WaterTempOverride: overrides the normal hot water ration in the showers
- JumpWashQueue: puts your clothing ahead of everyone else's in the auto laundry cycle

Enjoy! And don't share them around.

Kallo

Temporary Shelter

By

Xavier Cole

Login: Xavier Cole

Emma—Figured I'd leave this here since it's the closest landmark. I've got enough water, so I'm going to push ahead another few clicks and try to finish the survey. Yeah, I should probably have sheltered here—it's in the lee of the storms, at least—but those floaty robot things give me the creeps, and if one started hovering over me at night I'd... do something incredibly manly, I'm sure.

Besides, these structures feel wrong to me. Call it my biotic intuition but, I just get the creeps down my spine whenever I'm near them. All this stuff looks dead. But dead and asleep look pretty similar, right?

See you tomorrow, hopefully.

—X

Testing Chamber Report: Pattern 42

By

Unknown

[Partially translated from the Remnant language.]

Testing of the Pattern 42 template yielded promising results. Adjustment of Series 11923 has resulted in increased mental agility and learning capacity. Logic and inductive reasoning skills show several degrees of improvement. Language skills unchanged. However, soul [IMPRECISE; ALT. “temperament,” “essence,” “spirit”] was fragile, and prone to tremors [IMPRECISE; ALT. “timidity,” “frenzies,” “agitation”].

Required: more testing to isolate complications.

Thank you...

By

Peebee

To: Ryder

From: Peebee (the embarrassed)

...and sorry. I shouldn't have ambushed you like that. I should have trusted that you'd be just as driven as I was to head down to Pas-10 and find the source of that signal. I should have been more collaborative, and more of a—ugh—team player.

Guess I have some growing to do. Who knew?

Heh, usually when someone says “it's not you, it's me,” they're breaking up with you...

If I actually send this, please delete upon reading.

Thank you.

By

Vetra Nyx

To: Ryder

From: Vetra

<3

-V

Thank you

By

Lexi T'Perro

To: Ryder

From: Lexi

Ryder,

I appreciate you coming to find me on the Nexus. I apologize for running off like that—it was unprofessional and won't happen again. One day, when things calm down, we should get drinks for real. Unwind like friends. Purely platonic, of course.

Lexi

Thank you

By

Cora

To: Ryder

From: Cora

I mean it—thank you. Still sorting through everything, but it's easier since we talked.

P.S. Thanks for the hug. Needed that more than I thought. You're... good at this.

Thank you.

By

Pony Moses

Just thanks.

Pony Moses

Thank you.

By

C. May

This was a strange journey to be on.

C. May

Thank you so much.

By

Bran Cavin

I'm relieved beyond measure that my involvement was not necessary.

Bran Cavin

Thank you team.

By

Jang Aguda

Can't believe it.

Jang Aguda

Thank You, Pathfinder

By

Pallah

To: Ryder

From: Pallah

Pathfinder,

Thank you so much for helping Amurd discover what happened to his sister, Amara. Somehow, finding out where she went has eased his mind somewhat. I am trying to make his last months comfortable by keeping him happy with the decisions he's made.

I would never have expected such generosity and understanding from a stranger. It makes me wonder if we made a mistake by isolating ourselves. Such a narrow experience we have...

You've given us all much to think about.

-Pallah

Thank You, Pathfinder

By

Amurd

To: Ryder

From: Amurd

It is I, Amurd.

I write to you now from Amara's home, on the other side of Havarl. I am surrounded by her children and grandchildren, whom I have never met, but who welcomed me as though they'd known me all their lives.

I left my home, only to find another one. Though I wish I had done this years ago, I am grateful for the time I have left. This would not have happened without your help.

It is beautiful here.

-Amurd

Thank you, thank you!

By

Lori, Neve, and Ira

Knew we'd make it!

Lori, Neve, and Ira

Thank you.

By

Candy Jensen

Seems like the thing to do.

Candy Jensen

Thanks

By

Reyes Vidal

To: Kian Dagher

From: Reyes Vidal

Thanks for the terminal and the room. As always, you're a king among men.

Reyes

Thanks for listening.

By

Liam Kosta

To: Ryder

From: Liam

‘Nuf said.

Kosta

Thanks for saving my carapace

By

Sidera Nyx

To: Ryder

From: Sid

Hi Ryder:

It's Sid. Wanna say thank you for coming to help me. I guess you didn't know it was me at the start, huh? But that's why it's great. I didn't tell you anything (my bad, sorry) but you went ahead and helped anyway, even though you knew it was probably going to be dangerous. You put yourself out there for other people and that's why you're the Pathfinder. No, *our* Pathfinder.

And thanks for having Vetra's back. I know you're there for her, which means she can be there for me. That means a lot.

(Don't tell her I said this.)

You're awesome.

Sid

Thanks for the booze!

By

Wilma

To: Ryder

From: Wilma

Hi! It's Wilma, Superintendent Kesh's assistant. Thank you for the bootlegged spirits from Kadara! Kesh was very pleasantly surprised, even if her system barely felt the effects. The rest of us slept well that night, though!

Take care!

Thanks for this chance.

By

Sing Wa

I'm going to do great things.

Sing Wa

Thanks, I guess.

By

C. Hawke

I could have helped if I had a SAM.

C. Hawke

Thanks.

By

L.P.

Forever, honestly.

L.P.

ThanksThanksThanks

By

H.L.

Can't say it enough.

H.L.

That last talk

By

Vetra Nyx

To: Ryder

From: Vetra

Ryder:

Thanks for listening to me. I hope I didn't come across... whiny. Could my life have been different? Sure. Could've had a dad, a mom, a rigid upbringing and great prospects in the turian civil service, with the stiff collars and the yessirs to go along. What I'm saying is, different's not always better. I don't regret anything—or what I've done to get where I am.

Don't regret coming here either.

-Vetra

That vault

By

Cora

To: Ryder

From: Cora

Read all the reports about the Remnant vault. Sounds dangerous as hell. You keep being just lucky enough. My huntress manuals would say, “luck is a balance beam between you and the enemy.” But are the Remnant even our enemies, like the kett? Or just defending what’s theirs?

Passed on a warning to Bradley and the others at Prodrornos—not enough to scare them, just so they know what they might be mining down into. If SAM’s estimates are right, that vault could stretch under most of the continental shelf. Makes you wonder. What could dig a hole that big?

Cora.

That vault

By

Cora

To: Ryder

From: Cora

Can still smell that Remnant vault on my armor. Lot of weird shit down there. Like my huntress manuals would say, “the razor’s edge between known and unknown teaches you what can be cut away.”

Now I think back, it reminded me a little bit of some of the temples on Thessia. Same huge spaces and running “water.” Same sense of a huge purpose you can’t really understand. Makes me wonder if we’ll ever really know what their builders did there.

Cora.

The Archon Speaks

By

Unknown

Translated from Tonaizhet:

The human Pathfinder will make an attempt on Khi Tasira, or “Meridian,” as it is known to these creatures. It is a predictable course of action. It believes itself my equal, and will attempt to steal the Remnant’s power from us. We have worked long and hard to unlock these secrets. We will not be usurped by this lesser creature. I have dispatched my enforcer—my Sword—to the space station to handle this human. She will be my voice. Obey her as you would your Archon.

Work on the Remnant must continue in the meantime. With Khi Tasira fully under my control, Heleus, the angara, and the Pathfinder’s people will all yield. Our rise is assured. It has always been assured. Victory is inevitable, and kett are patient.

The asari ark

By

Cora

To: Ryder

From: Cora

Ryder,

Had a breakthrough on the location of the asari ark. Please, come talk to me on the Tempest ASAP.

Cora.

The brothers McCoy

By

Nigel McCoy

To: Ryder

From Nigel McCoy

Dear Pathfinder Ryder,

My brother Dash was my best friend. It still pains me that he's gone, that we won't build the future here in Andromeda together. But knowing that our family pendants are united does my heart good.

When my wife and I settle here and start a family, our firstborn will carry my brother's name. And hopefully he or she will become my new best friend.

My sincerest hopes accompany you and your team.

Nigel

The Cardinal

By

Unknown

...since we are, by definition, an invasive species in Andromeda. Our inevitable footprint must be laid carefully, and we must preserve anything we replace.

The Heleus Cluster presents an unexpected challenge. We arrived with seed archives and DNA banks to ensure preservation of the biodiversity of the Milky Way. But this cluster is scarred by the Scourge, and its unique flora and fauna are threatened by its turbulence. That, too, requires conservation.

The Chief Engineer

By

Grace Lito

Login: Chief Engineer Grace Lito

New Entry: Final Entry. I'm closing muster point Delta and calling the evacuation complete. No one left is responding. I swore to them... Pause.

—

Resume. Enough of that. I couldn't even finish one damn project that might have saved them. This rock beat us and I accept my part. Joining the last shuttle out. Likely back into cryo. I won't be a drain if this is the long slide. But if there's a way to finish what we started, I'll be back. This is Chief Engineer Grace Lito, E-97-Durango. Out.

END LOG

The Concept: A Biological Computer Network

By

Unknown

The most powerful computer in existence remains that of the biological brain. Our research will prove out the concept of mental entrainment of a subject's mind at a distance via electromagnetic manipulation. Once "entrainment" is achieved, multiple subjects can be linked together such that their minds will form a network of vast computational capability.

The end is coming

By

Graj de Voorisc

Translated from Shelesh:

We chased the butchers to this place, and knew they'd be waiting for us. The kett ambush was no surprise—but our fury was more than they were ready to face. We killed over half their remaining forces before the kett leader and bodyguards escaped. The enemy won't get far. We'll make sure of it. We owe them for the families of Daar Helast, for my friend Maaja, and the loyal soldiers that fell here.

Maybe no one will find this message. But if our cell doesn't survive the final reckoning, someone needs to understand what happened and why. Remember the Resistance heroes that gave their lives to win this fight: Laar Tavro, Noag av Ovess, and Stigan Jaader.

We'll carry their names on our lips and make sure it's the last thing our enemy hears.

—Graj de Voorisc

The last person you want to hear from

By

Dr. Medrow Aden

To: Ryder

From: Dr. Medrow Aden

I should be brief. No doubt the good Major Saelen Varn is watching any comm channels I might use.

The others and I understand the huge responsibility we face for what we've done. In addition to the details I've sent to your SAM, we intend to quietly filter intelligence to the militia and feed falsified data back to the kett—as much as we dare. Small degrees of change, but even that could make a great difference down the line.

Lastly, thank you... for calling me despicable. I need to remember that. As I must remember the screams aboard the Archon's flagship.

Dr. Medrow Aden

The Machine of Life

By

Unknown

This document is partially translated from the Jarda language:

We have [IMPRECISE; ALT.: “invested,” “committed,” “trusted”] everything in the machine. I questioned, but then I stood within a planet that [IMPRECISE; ALT.: “enveloped,” “cradled,” “grasped”] me. Everywhere else, horizons rob you of the future. On Meridian, it is all around. You cannot open your eyes without seeing new [IMPRECISE; ALT.: “life,” “projects,” “tools”] growing. Everywhere is potential.

It is [IMPRECISE; ALT.: “inspiring,” “overwhelming,” “frightening”]. Meridian *the machine* will [IMPRECISE; ALT.: “control,” “alter,” “change”] this cluster. Meridian *the idea* will [IMPRECISE; ALT.: “control,” “alter,” “change”] us all.

This is not about the beginning. It is about the [IMPRECISE; ALT.: “removal,” “rejection,” “promise”] of the end.

And they will come.

The Resistance Needs Volunteers

By

Unknown

Translated from Shelesh:

The kett have felt the power of the Resistance, and they know their end is coming. Our victories on Voeld are only the beginning of what we can achieve, but we can't defeat the enemy without your help. If you're tired of living in fear, if you believe we were meant for something greater than slavery, if you're willing to stand up and fight: you'll find a new family in the Resistance. We'll train you to strike back at the kett and reclaim what is ours.

The Resistance defends the future of all angara. Join us.

There are no words.

By

G. Danials

Waking up to this was amazing.

G. Danials, Posie Rothe

Things for us.

By

Liam Kosta

To: Ryder

From: Liam

(This looks like something Liam wrote to remind himself, then accidentally hit send.)

- Lights: biolum
- Non-synth fabric: ask Jaal
- Do I really have to wait for the seed bank for real wine?
- Pets?
- Transport? Private, not-work related.
- Land claim. Get in early for a view!
- New couch set. Farewell, old friend.
- Write the question
- Best sunset? Aurora meridiani
- Late-22nd vids. Her pick.
- Just time

- Team dinner
- Another game? Tournament! In Meridian? Epic!
-
-

Thinking about you

By

Cora

To: Ryder

From: Cora

I've had some good nights. Walked through waist-deep dewy grass on an alien world, watching the sky for hints of dawn. Sat up all night with my sister huntresses around a campfire that burned the color of witchfire.

Last night with you is my new favorite.

Cora x

Thinking about you.

By

Liam Kosta

To: Ryder

From: Liam

Just so you know.

Kosta

(Liam has included a list of media titled Thinking about you. It's mostly post-First Contact romantic comedy reboots. Liam notes "When things got crazy and great.")

Thinking of you

By

Cora

To: Ryder

From: Cora

Since SAM was kind enough to interrupt... just leaving a kiss here in case you need one later.

[Attachment: audio file CoraKiss.hsm]

Cora x

This sounds bad, kid

By

Nakmor Drack

To: Ryder

From: Drack

Thought I'd show you what Strux sent me. A transcript of an audio log that's got me worried about the colony. Sounds like Morda's cooking up something. Don't know what to think:

Morda: Stop arguing with me, Brenk! It's payback time for the Initiative.

Brenk: They don't care about us.

Morda: But they will. Soon they're gonna know that I'm Overlord. And once I execute my plan, there'll be no denying that the krogan rule Heleus. Then they'll come begging to us.

Brenk: Okay, Morda. I'll get a team together. Gather everything we need.

Morda: No krogan bows down to the Nexus again.

This was and is the best!

By

M. Fentan

Glad to be back in the game!

M. Fentan

Thought you should know...

By

Lana Cuthbert

To: Ryder

From: Lana Cuthbert

Pathfinder, at my urging, you helped my friend Jori decide to return to Eos and face the pain of his experiences there. It was a gentle push, something we all need from time to time when we're stuck. I figured you should know that he's doing well, really throwing himself into his duties.

He doesn't allow himself down time—I think he needs to keep busy or the pain takes hold. I can tell it's going to take some time before he can really relax again, but that's the price we pay, I suppose.

Be well,

Lana

Thought you should know...

By

Jori Crowder

To: Ryder

From: Jori Crowder

I wanted to reach out and let you know that you were right—staying on Nexus, seeing this station come together and start to achieve its dreams, and hearing the reports from Prodomos, has helped me get over my experiences on Eos. I'm ready to join the effort there now.

I'm sure it was a tiny moment in your experiences here, but your guidance made all the difference for me.

Yours,

Jori

Thoughts

By

Unknown

Dear diary... it's happening... the plant's kicking in... get ready to have your mind blown...

What if my arm got hungry? What if it wanted a snack and ate my foot? Would they switch places? There's also the problem of purple. What's its deal? It can't decide if it's blue? Just make up its mind already!

And another thing. Space/time isn't at all what we think. We're each individual pieces of energy, drawn from a much larger pool, given physical form in an artificial time-stream. Time doesn't actually exist in the classic Newtonian sense. Everything happens at once, but our minds couldn't handle that, so we process it one moment after the next. But I see it all now. It's all happening. The alpha and the omega united.

And shit, I think my toe just ate my hand.

Time Estimate

By

Dr. Harry Carlyle

Captain Dunn,

Based on Scourge damage sustained to stasis hardware, we will need to start progressively waking up citizens soon. There are three pod sections nearing critical already. If suitable resources and space can't be secured for people to start living, there's no escaping the fact that casualties will ensue.

I don't want to be the one deciding who lives and who dies.

Harry

To the asshole who stole my boots

By

Unknown

I get it. We're all bored out here on this hellhole, so you need a little entertainment. You had your fun. Now give them back, before I get frostbite on my goddamn toes.

I'm not angry—yet. But if I don't see those boots in the next two hours, whichever little shit did this is getting curb-stomped into the excavator.

Today's Flight Schedule

By

Unknown

0600-0800: Weather monitoring sweep

1200-1300: Geographical survey flight - SIGN UP EARLY OR YOU'LL
LOSE YOUR EQUIPMENT SLOTS!

1500-1700: Retrieving Team Sigma plus plant specimens

2000-2200: High-altitude atmospheric obs with timeslot for astronomical
survey

0300-0400: Night flying training session #4

0700-0800: Morning patrol (NE)

1200-1230: Shuttle cleaning and refit

1400-1500: Dropship assault drills—jump jet inspection beforehand

1500-1600: Afternoon patrol (SSW)

Tonight

By

Evfra de Tershaav

Translated from Shelesh:

Paaran,

I'm having dinner at the usual place this evening. My security detail will provide maximum privacy. Hope to see you. We have a lot to discuss.

- Evfra

Transfer Request: Denied

By

Foster Addison

Remitus—

I received your request. I apologize, but a transfer isn't possible at this time. I understand your sister was on the turian ark and that you'd like to be out there looking for her. But with no contact from Natanus since our departure from the Milky Way, your efforts would be wasted. The Initiative needs you here on Eos, researching methods to sustain viability. Your work is important for us all. You'll have to be patient and wait for word of Natanus to surface.

—Addison

TRAVEL ADVISORY: SECTOR 837

By

Unknown

Translated from Shelesh:

Reports continue of hostile activity by scavengers and raiders throughout the Elaaden system sector. All spacecraft are advised to avoid traveling via established routes, as these seem to be well-known to the attackers. Please contact the Port Captain for updated safe navpoints through the Scourge.

As an additional precaution, do not share your travel itinerary or navpoint route with anyone who doesn't need to know, for your protection and theirs.

Truth

By

Unknown

Translated from Shelesh:

How did our lives come to this? How could our ancestors let the kett conquer our worlds so easily, and why do our present leaders fail to protect us now? Disunity destroys us from within. Our people have repeatedly failed to join forces when we needed to most. We've blamed each other, bickered and betrayed, and given our conquerors easy prey. Now we see a new enemy invading our space, offering extinction disguised as hope. Lies meant to divide us.

It falls on those who can see past these deceptions to prevent our people from repeating the mistakes that doomed us in the past. All angara must become one to have any hope of defeating the evil forces surrounding us. This is the single belief of the Roekaar, and I feel it's truth in my blood. Our cause is just.

Turians on Havarl

By

Kandros

To: Ryder

From: Kandros

Pathfinder,

I'm getting reports about turian sightings on Havarl. Since it's an angaran world, I was hoping you could check it out. APEX isn't noted for their diplomatic talents: this needs discretion.

Kandros

Ugh!

By

Peebee

To: Ryder

From: Peebee (the peeved)

Your doctor is one of the nosiest asari I've ever met. And that's saying A LOT. She needs to take it down four or five notches, or I won't be long for this show.

Which would be too bad.

I think.

Oh, never mind!

—Peebee

Unknown Phenomenon

By

Unknown

Upon arriving in the Heleus Cluster, Ark Hyperion encountered a massive and extremely dangerous interstellar phenomenon that severely damaged the ark. Extending beyond this solar system, the phenomenon did not appear on any of our long-range surveys of Andromeda and now lies directly in Ark Hyperion's course.

It is too early to have a clear understanding of this phenomenon, which appears to be an energetic cloud of dense debris with bizarre properties. Initial sensor readings are inconclusive, since the phenomenon itself causes severe interference.

Unknown Species

By

Unknown

Sighted on Habitat 7, this unknown species has proven to be extremely dangerous. Their armor and equipment suggest a technologically advanced species capable of spaceflight, while their battle tactics indicate attritional warfare with a centralized command.

In the event of hostile encounters, first contact protocols counsel withdrawal and remote long-term study, but the circumstances of our arrival in the Heleus Cluster makes this unlikely. Without access to this species' language or an understanding of their motives aside from attacking on sight, I cannot advise on procedure aside from avoidance if possible and self-defense if necessary.

UNKNOWN

By

Unknown

New entry: Fucking adhi have been following me for days. Each time a pick one off another follows. I didn't come this far to be chow for wannabe varren.

END LOG

Unscrambled Exchange

By

Unknown

wspender: I armed you! Gave Calix the chance he needed to take down Tann. What have you done for me?

atao: Um, I covered your tracks? You made Calix think you were with us, but you were the one who woke up Morda! We both know you were hedging your bets. Making sure we saw you as an ally if we actually did take the Nexus.

wspender: I didn't choose to wake up Morda. They made me.

atao: If I went to your boss with what I've seen, you'd be out of a job. Hell, you'd be in jail... or out here with us.

wspender: So this is blackmail, then. Smart. You'll get your supplies, Aroane. Just know I'm saving this conversation.

atao: So am I.

UNSENT DRAFT: I'm sorry

By

Unknown

Translated from Shelesh:

Paavoa, mother,

I hope you and Lavaala are well. Little Falet must be a handful by now.

Mother, something happened. I sent Arjaan on a mission and he didn't come back. He's not coming back. His officer tells me he fell protecting his squad.

This is my fault. He should've had more training. I'm so

[Text ended.]

Upcoming Visit

By

Tefin Fahlen

Translated from Shelesh:

To: Ceifar Fahlen

From: Tefin Fahlen

I'm sorry, ongaan—I need to delay my visit a little longer. A very special person has come to bosen's work: His name is Akksul, and he is like Dregnar from the stories your brother reads you—a strong and honorable fighter for our people. Bosen must listen to this man—go where he goes, do what he says, just like you listen to your mothers. I promise to bring you a gift to make up for my absence. I can't wait to see how tall you've grown, ongaan.

Stars light your way,

Tefin

Update

By

Unknown

Shipment's delayed. You'll have to be the one to tell Big Taran he's not getting his guns.

I'll hold Isabel here 'til you do. Don't want things to get messy.

Update

By

Sloane Kelly

To: Ryder

From: Sloane Kelly

Pathfinder:

Don't expect these regularly. Just wanted you to know I'm keeping up my end of the bargain. Your outpost is safe from the Collective and the rest of the crazies in the badlands.

Sloane

Update From Prefect/Voeld

By

Unknown

Devoted,

Our attempts to release the repugnant angaran AI from their frozen city are behind schedule.

Archon continues to instruct me to capture it and not to destroy it.

More slaves are required. The frequency of raids will be increased.

That is all.

Update on Jaal

By

Lexi T'Perro

To: Ryder

From: Lexi

Ryder,

Thought you should know, I spoke to Jaal. After some reflection, he seems to accept that the process of exaltation cannot be reversed. Thank you for backing me up. I know it's not easy delivering bad news—especially to a friend—but sometimes it's the only way we can move forward and begin to heal.

I will continue to run tests and study the data you obtained from the kett facility regarding exaltation. I don't expect the results to change, but it can't hurt to be thorough.

Lexi

Update on Jaal

By

Lexi T'Perro

To: Ryder

From: Lexi

Ryder,

Thought you should know, I spoke to Jaal. After some reflection, he seems to accept that the process of exaltation cannot be reversed. I apologize if I was harsh before. I can get a little passionate when it comes to patients and my professional opinion. I know you were only trying to help, and ultimately, we both just want what's best for the Tempest crew.

I will continue to run tests and study the data you obtained from the kett facility regarding exaltation. But right now, I must believe what the evidence tells me, which is that exaltation is permanent.

Lexi

Update on Kadara

By

Reyes Vidal

To: Ryder

From: Reyes Vidal

I've ordered visible and some not-so-visible patrols to guard your outpost. The Outcasts have already mounted a few attacks, but nothing we couldn't handle. As promised, I'll do everything in my power to keep your people safe.

Reyes

Update on Sara

By

Lexi T'Perro

To: Ryder

From: Lexi

Ryder,

Harry told me they might have found a way to contact your sister, but you haven't stopped by. I get it—you have a lot going on. But you know better than anyone how much Sara hates being left in the dark. She has no idea about your father or the state of Heleus. She is probably really scared right now.

Please think of this as a gentle nudge, instead of a push.

Lexi

Update on Scott

By

Lexi T'Perro

To: Ryder

From: Lexi

Ryder,

Harry told me they might have found a way to contact your brother, but you haven't stopped by. Scott likes to act tough, but I think it would mean a lot if you made time to see him. He has no idea about your father or the state of Heleus. He is probably really scared right now.

Please think of this as a gentle nudge, instead of a push.

Lexi

Update

By

Sloane Kelly

To: Ryder

From: Sloane Kelly

Pathfinder:

Don't expect these regularly. Just wanted you to know I'm keeping up my end of the bargain. Your outpost is safe from the Collective and the rest of the crazies in the badlands.

Sloane

Urgent Message

By

Akksul

Translated from Shelesh:

I've provided the location for the new drop point. Supply drop is scheduled for later today, so get there quickly. If the stars are with us, the drop will contain shield tech.

I must remind you again about discretion—you are not to reveal your mission to anyone. If Evfra hears we're building a stockpile, he'll take action. We must keep this up for as long as possible.

Skies guide you.

-Akksul

Urgent—need recruits ASAP

By

Captain Roeh

Translated from Shelesh:

Commander Do Xeel,

We need more recruits for Havarl. The kett haven't reached the ruins, but their attempts on the capital have been bolder. I'm not sure how much longer we can hold out.

I know you're stretched thin right now. And I heard about Arjaan, so I'm sure this is a difficult time for you. I wouldn't contact you if it weren't urgent.

I'll be in the field. Reach me by comm at your earliest convenience.

-Captain Roeh

Vessel Regarikas III Arrival Log: Heleus

By

Unknown

Translated from Tonaizhet:

...||.|...|..|...|..|....|....

Reporting: Restorian

We awoke to the new cluster, and stars clouded with the (Scourge). There is life, but also machines. The Archon says there is worth beyond what we see. The Archon knows what is best. We will deploy, and grow as we always have. This loyal vessel is no longer fit for travel. The long dark between clusters and the sudden impact means it is too costly to repair. The kett know to move forward. Decommissioning begins. Always forward.

...|..|..|...|...||..|.....

Vessel Regarikas III Restart Report

By

Unknown

Translated from Tonaizhet:

.....||.....|.||...

Visitor Log

By

Unknown

Translated from Shelesh:

Novoa Sabay: 30 arrivals

Novoa Tef: 25 arrivals

Novoa Vaa: 5 arrivals

Novoa Ema: 3 arrivals

Novoa Roa: 2 arrivals

Novoa Fev: No arrivals

Novoa Bav: No arrivals

Novoa Sabay: No arrivals

Novoa Tef: No arrivals

Visitors Log

By

Unknown

Name: Boyle

Notes: Bed, water, dinner, travel provisions

Name: Advessa

Notes: Bed, water

Name: Xenor

Notes: Bed, water, travel provisions

Name: Svoss

Notes: Bed, water, dinner

Name: Jocil

Notes: Bed, water

Voeld AI

By

Evfra de Tershaav

To: Ryder

From: Evfra

So, apparently you had your hands on an ancient angaran AI and you destroyed it to save an angaran life. It was a very tough decision that you had to make in the heat of the moment. I applaud you. It's exactly what I would have done. That former slave had a family that thought he was dead. You've given them a great gift.

The talk on Aya itself is very divided, although I suspect that no one may say so to your face. I find these kinds of debates invigorating—we're a complex, emotional people with many different views. I love it!

Voeld AI

By

Evfra de Tershaav

To: Ryder

From: Evfra

Thank you for returning the pre-scourge AI that you discovered on Voeld, even though Jaal tells me that it was against her wishes. He also tells me that she is an unreliable liar—we'll see, I can be very persuasive.

I've just had her installed in the Resistance HQ. Such a valuable resource can't be simply given over to scientists to "study". So far, she is locked down and uncooperative.

This tech may prove important to the angaran people.

Our alliance is indeed proving fruitful.

Wanted: Cleaning Service

By

Kariss Jinsinluk

By: Kariss Jinsinluk

My custom microfabricator is great, but it's a stubborn beast, and every time I run a repair, I end up spitting extra pieces all over my workroom. You wouldn't think that would be a problem, but the bricks that fit together are tough little vorch pellets, and they're sharp, too. I've had the worst pain of my life stepping on the damn things. Need somebody to come in and sweep the workroom out so I can walk around without punching holes in my feet.

Offering microfabrication for repair work on firearms or other small appliances in return.

WANTED: ENGINEER

By

Unknown

Translated from Shelesh:

Looking for a Level 7 starship engineer. Experience repairing and maintaining Varlstedd-Juuv thrusters is required. Will work for extended travel periods lasting up to 6 weeks or more. Basic zero-gravity combat training preferred, but can be learned on the job. Meal prep skills and an engaging conversation style a plus. **MUST BE CLEAN.**

Submit applications to Captain Saamajer at Dock 3.

Wanted: Ingredients for Gingerbeard Cookies

By

Jair Ulchee

By: Jair Ulchee

I had these before we went into cryo, and I can't stop thinking about them. Pretty sure I got the name right. They're either asari or human, and they don't taste like much at first, just kind of sweet, but then they burn the back of your mouth after you swallow. I NEED MORE.

I wrote down the recipe, but there's some stuff I can't get here:

Ginger: I guess it's a plant.

Nutmeg: Not a nut, also a plant.

Cloves: Part of a hoofed mammal.

Cinamin: I have no idea what this is. May be misspelling it. Think it's a shelled animal.

I can get everything else.

Offer upon delivery: Copy-locked issue of Fornax '52, plus up to four gingerbeard cookies.

Wanted: Korten Ewudz's Head

By

Dahmbra Jaun

By: Dahmbra Jaun

Don't care how you kill him. Don't care what shape the head is in. Can be attached to the body or in pieces for all I care. Just shut him up for good.

Offer upon delivery: Ryncol, 1 bottle. REAL.

We need to talk

By

Sloane Kelly

To: Ryder

From: Sloane Kelly

Come to Kadara. ASAP.

What gives, kid?

By

Nakmor Drack

To: Ryder

From: Drack

Hey kid,

We've been running every which way, saving worlds and what not. But when we get downtime, you never seem to give me the time of day.

Would it kill you to swing by the galley and visit an old krogan? Got a bunch of stuff we should talk about.

Drack

What's Happening

By

Sarissa Theris

To: Ark Leusinia: All

From: Sarissa Theris

You're out of stasis because you were needed on deck early. Unfortunately, you now need to adapt to a very different scenario than was expected. To avoid rumors spreading, this is the situation:

- We are under attack by a hostile species. Diplomatic overtures were rejected and will not be repeated.
- Regrettably, our Matriarch Ishara died attempting negotiations. I have reluctantly taken on her role as Pathfinder, but cannot replace her.
- We must deviate from our intended course and attempt to lose the enemy before our rendezvous with the Nexus.

With Captain Atandra's approval, I've authorized a general evacuation order as we revive civilians. Meanwhile, commando forces and our survey ship, the Periphona, will perform necessary diversionary actions.

I will not understate the seriousness of our position. I won't underestimate your skills, either. I have faith in you.

S. Theris, Pathfinder

What's with the name?

By

Mallox

I dated a human once who liked mythology.

Mallox

Whoever turned off the lights...

By

Octans

Is an asshole. Nearly broke my toe searching for the generator.

Octans

William Spender

By

Nakmor Kesh

To: Ryder

From: Kesh

Pathfinder,

Del mentioned you saw Spender being an ass to her. If only that was the worst of it. After we put down the uprising, Spender told us we'd get equal say in the Initiative. That sure didn't happen. It's why my people left the Nexus.

I know Spender is connected, somehow, with the exiles behind the uprising. That would be bad considering he's Colonial Affairs. I just can't say for sure.

Come talk to me if you think you can help dig into this.

Kesh

Winners get razzberries!

By

R. Jenny

PPPBbbbthtth, team! Finding a home is brilliant!

R. Jenny + Widdle

(There is a link to an animated texture of the Meridian sphere, with an added arm gesturing with two fingers. SAM has helpfully noted that, while awesome, it is not to scale.)

Wisdom

By

Moshae Sjefa

To: Ryder

From: Moshae Sjefa

Translated from Shelesh:

If you intend to fight the kett, you should understand that enemy as we do. There are still a few of us who remember what it was like when the kett first came—and how our lives changed once we discovered their true intentions. Learn what our elders have to teach you. I've told them you're coming, and given you the means of finding them on Aya.

With respect,

Moshae Sjefa

Words aren't enough.

By

Suki Medeiros

A new life, because of you.

Suki Medeiros

Work Detail: Outpost Survey Beacons

By

Eric Camber

Arrived on-site

Login: Technician Eric Camber

START LOG:

We were right to survey here. Viability is huge. Just another beacon? Well, I'm just another tech, but I'll do what I can. One day at a time, we'll make it.

Loading my custom protocols. The EJR is better than a double-cafe-eezo-tease. Be done in half the...

(Static)

Goddamn it, looks like kett. Stand down.

(Static)

But the beacons! This is important!

(Static)

No input

No input

No input

Entering idle

END LOG

Work Rosters: Week 2

By

Unknown

Water Course Repair Team

—Cain Fawkes (team leader)

—Lorelei Smith (water pipes)

—Matthew Kinneson (VI reprogramming)

[Attachment: CourseDamageSheet.hsm]

Weather Monitoring Device Setup

—Axel Jennings (team leader)

—Sael Varax

—Jamie Kasperek

[Attachment: MonitoringDeviceLocs.hsm]

Working Title: Pelaav's Decline

By

Unknown

Translated from Shelesh:

Established in the shadow of Remnant buildings, Pelaav was a center of trade and learning. Anyone who wished to observe working Remnant monoliths was directed here. Deep within the tunnels of Remnant ruins, we could hear the hum of mysterious machines, their purpose unknown.

Scribbled in the margins:

“Too dramatic? This is a history book, not a thriller.”

“Note to self: mention that the entire daar was overtaken by the jungle, with the only thing still standing being a small restored area that’s used as a research outpost.”

“Also mention the Remnant areas we’re still told to avoid.”

“Novoa Sabay: Buy tavum for Analen.”

Writings of Sarissa Theris

By

Cora

To: Ryder

From: Cora

I know you're busy, but Sarissa's manuals and writings really are worth reading if you get some downtime. Especially:

- "A Rock in the Maelstrom" (Her classic work on crisis strategy and emergency response.)
- "The First Three Centuries: The New Huntress's Path" (You can borrow the copy that Nisira gave me.)
- "Twelve Leaves" (A mix of meditations and tactical insights. This was co-written with someone called R. T'Naya.)
- "Speeches and Silences" (This is about her experience in the Battle of Kerkis and all the politicking that led up to it. Also has the original battlefield vids of Sarissa shielding a city district with her biotics. Impressive!)
- "Essays from the Void" (Contains her induction address to new commandos, and a historical analysis of the first asari Spectres.)

Hope you enjoy them.

Cora.

Xie xie Pathfinder team

By

Jian Liu

There's no way to thank you for the lives ahead of us.

Jian Liu

Yevara

By

Unknown

Translated from Shelesh:

I don't know what to do, Knoeth. The outsiders are killing yevara. We don't have the means to stop them. There are so few left—what if our last piece of living history goes extinct? How do we live with ourselves if we do nothing?

I've half a mind to go out there and stop them. I can't let the yevara suffer like this. I won't let their song be silenced.

Yoga Poses

By

Lexi T'Perro

To: Ryder

From: Lexi

Ryder,

Given the amount of high-impact cardio in your exercise routine, I recommend spending 5 to 10 minutes a day stretching to open your hips and relieve tightness in the lower back. The poses I've listed below should do nicely. Not to sound elitist, but while it's true humans invented yoga, the asari perfected it.

Kurinth's Bow: Standing, spread your legs apart, turning one foot outwards. Take a deep breath. On exhale, bend your torso towards the outward facing foot, until your hand meets your ankle. Hold for five seconds, then switch sides.

Tevura's Embrace: Lying on your back, bring your feet together until there is a diamond of negative space between your legs. Palms against the floor, push your hips forward, but be careful not to overextend yourself.

Matriach's Pose: Kneeling, take a deep breath. On exhale, bring both hands together to form a triangle. On the second inhale, swing arms overhead and bend forward until your torso is between your thighs. Hold for three breaths, reaching farther with each exhale.

Please let me know if you need diagrams or vids.

Lexi

You and Meridian

By

Keri T'Vessa

To: Ryder

From: Keri T'Vessa

Ryder,

Are you all right? The reports from Meridian are a little... no, they're terrifying.

Please, can you drop by the Nexus? I just want to see you're okay.

Love, Keri

You and Meridian

By

Keri T'Vessa

To: Ryder

From: Keri T'Vessa

Hello, Ryder,

Historic doesn't even begin to cover it! Meridian will have entire textbooks to itself! Any interview footage you can give me before things turn upside down again?

Keri

You did the right thing

By

Lathoul

To: Ryder

From: Lathoul

Pathfinder,

Whatever Jaal or anyone else says—I, for one, am thankful you killed Akksul. The things he could make people do... It's better that he's dead.

Thank you.

Lathoul

You know...

By

Reyes Vidal

To: Ryder

From: Reyes Vidal

It's hard to focus with all these flashbacks to a certain cave.

I blame you.

Reyes

You okay?

By

Liam Kosta

To: Ryder

From: Liam

Just putting this out there. Had a friend in HUS-T1, Dondi. We were clearing a hospital after an earthquake and she got hit with a chunk of rebar. Split her helmet, kept going. Four minutes technically dead, but we got her into emergency stasis. Thing is, because they're so good at patching people up, she was back with us in a week, and she shouldn't have been. Sure, Dondi's a vet; she'd seen some shit. But you don't walk that off. She worked that quake site for a week, then disappeared for five months. She came back, but different. The other vets—they knew.

Take the time if you need it. You don't die and just shake it off.

Kosta

(Liam has included a list of media themed to Survivors. Genres include war documentaries, and a series of salarian short films about "The Ever Alert.")

You surprise me

By

Reyes Vidal

To: Ryder

From: Reyes Vidal

I thought you'd be mad, but shooting me in the back? Damn, Ryder.

At least I'll have a scar to remember you by.

Reyes

You surprise me

By

Reyes Vidal

To: Ryder

From: Reyes Vidal

Didn't think you the type to shoot a man in the back. I may have hid my identity, but you concealed your true nature.

If you think this is over, you're mistaken, my friend. You've only prolonged the inevitable.

Reyes

You were right...

By

Mildred Womsis

To: Ryder

From: Mildred Womsis

You probably won't remember me, but I stopped you on the Nexus and bent your ear about the angara on our station. You told me to get to know them, and I've done my best to. They seem thoughtful and worthy of our trust, so, yeah, you should keep doing what you're doing.

Good luck out there.

You're making waves

By

Reyes Vidal

To: Ryder

From: Reyes Vidal

Spread the word at Tartarus and in port of your expert handling of the Roekaar. I only made a few embellishments and left out my involvement, of course. Wouldn't want to steal your spotlight.

Not that I really could—you're something else, Ryder.

Reyes

You're the best.

By

Cammy Tabart

Way to plant the flag.

Cammy Tabart

You're the best!

By

Captain I.

You can drive my boat anytime!

Captain I.

You're the best.

By

Eric Camber

Thanks for picking up my slack. Jr. would've been amazed.

Eric Camber

You're the boss.

By

Vetra Nyx

To: Ryder

From: Vetra

Pathfinder:

I thought I ought to clarify. I know I said something about back channels, doing what I have to do. Being on the Nexus during the bad times, a lot of us got used to a lot of ugly things. Because survival just isn't that pretty.

But in the end, I'm here to help you, so if there's anything you don't like, I won't do it. Simple as that.

Vetra

You've got this

By

Dr. Harry Carlyle

You don't need an old man a few hundred years your junior to tell you you're ready for this. I'll do it anyway, because I know it's true. You keep your Ryder safe and I'll do the same with mine.

Harry

Your last warning

By

Unknown

Translated from Shelesh:

We follow you. Watch you insinuate yourself among us. Spy and eavesdrop. Read messages from private journals and secure terminals. Take sides in matters that are none of your business. Tell us what to think and believe.

No more. We will never again let outsiders have control. You are a poison, racing through us and sickening our culture.

We're watching you read this message. You'll never see us coming.

We are the Roekaar. We will protect what's ours. If you want to live, run while you can.

Your ship's doctor

By

Anan T'Mari

To: Ryder

From: Anan T'Mari

Pathfinder:

Your ship doctor's been in the Vortex a fair amount lately. Alone. It's not my business to meddle in customer business, just pour, but you might want to see how she's doing.

Anan